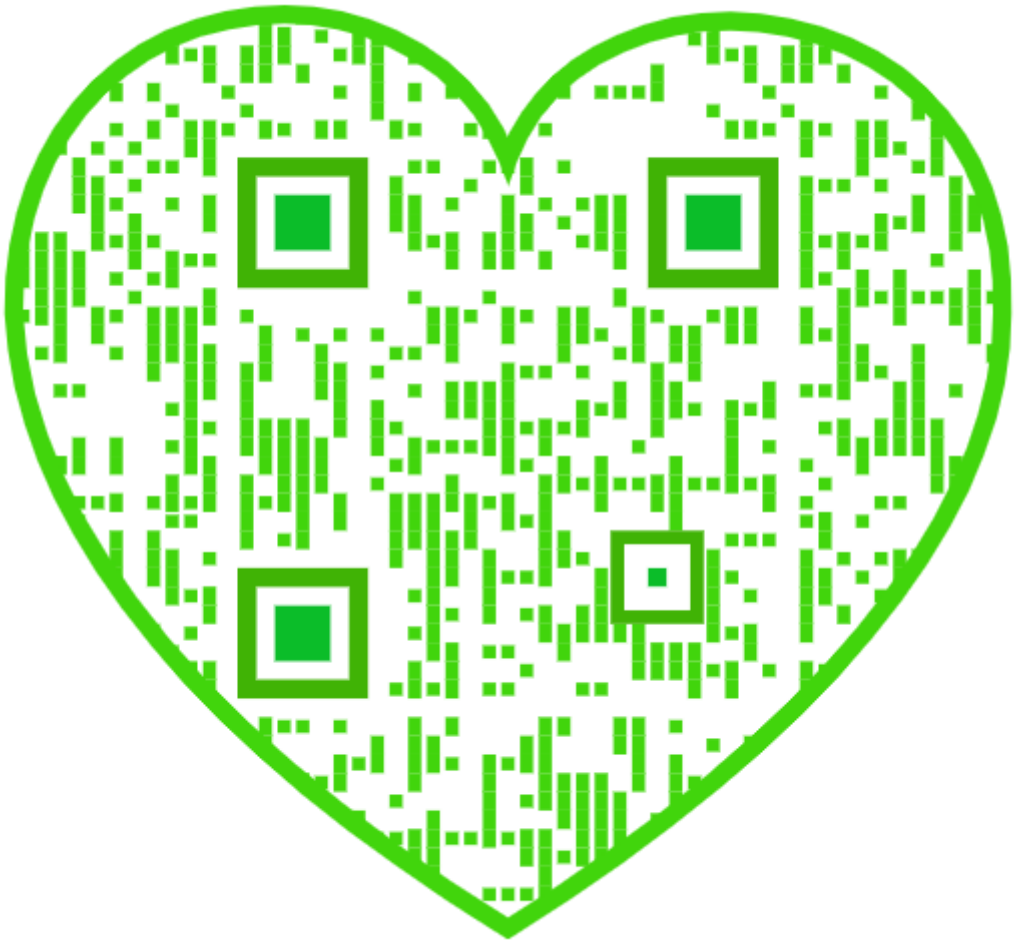

BRIDGE WHIST

HOW TO PLAY IT

WITH FULL DIRECTIONS, NUMEROUS EXAMPLES, ANALYSES, ILLUSTRATIVE DEALS, ETC., AND A COMPLETE CODE OF LAWS, WITH NOTES INDICATING THE DIFFERING PRACTICES AT THE MOST PROMINENT CLUBS

BY

LENNARD LEIGH pseud. of

JOINT-AUTHOR OF "THE PRINCIPLES AND PRACTICE OF WHIST"

Forbes-Lindsay, C. H. A.

THIRD EDITION, REVISED AND ENLARGED

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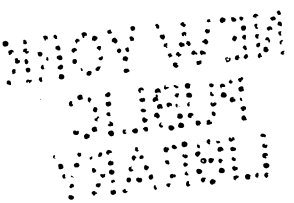

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PREFACE TO THIRD EDITION.

THE only satisfactory method of acquiring practical familiarity with the tactics of Bridge is by actual play. One may digest and memorize the most exhaustive directions without being able to apply them at the table. With that idea in mind the preceding editions of this book were prepared, the design having been to afford the novice just sufficient theoretical knowledge of the principles and strategy of the game to enable him to commence the practice in a sound and intelligent manner. Perhaps undue sacrifice was made to brevity. Whilst still following the original scheme, I have deemed it advisable, in the present edition, to amplify the section devoted to "The Make."

The former deals have been replaced by a complete rubber, which should afford a more

practical medium for the illustration of the tactics of the game.

In the preface to the first edition, which was written six months ago, I took occasion to express the opinion that Bridge could never become a popular medium for gambling, and that it was not deserving of the opprobrium cast upon it in certain ignorant quarters. Later observation tends to confirm that opinion. Bridge is making a respectable and permanent settlement in the clubs, whilst "society" is either abandoning the game or treating it rationally.

The need of a recognized code of laws remains a serious drawback to the thorough enjoyment of the game, and at present no remedy is in sight, although Bridge is an established institution of so many clubs that a representative convention of players would appear to be a matter of easy accomplishment.

I am extremely glad of this opportunity to thank the press—particularly the editors of

Whist Columns—for their generous criticisms of "Bridge Whist: How to Play It," and players in general for the kindly reception they have accorded to the book.

L. L.

PENNSYLVANIA WHIST CLUB,
January, 1902.

INTRODUCTION

THE would-be Bridge player who has no acquaintance with the parent game of Whist is advised to make a thorough study of its principles as a first and necessary step. He is cautioned against burdening his mind with American leads or any of the arbitrary conventions which are common adjuncts to that system. A sufficient amount of practice at Straight or Dummy Whist to insure familiarity with the method of play will complete his preparation for entrance to the fascinating field of Bridge. Such a course is advisable for two reasons. At Bridge, more than at the ordinary game, a player is affected by the mistakes of his partner, to whom once in every four deals he is obliged to surrender the entire treatment of the combined hands.

Still more important is the consideration that if a player attempts to learn Bridge without a previous knowledge of Whist, his progress will not only be slow, but for lack of the proper groundwork he is bound to fall into unsound methods. While a clear understanding of the theory and a fair degree of familiarity with the practice of the older game are to be considered essentials, proficiency in the latter need not be attained before commencing to play Bridge. The "book" player who imagines that the plus scores secured at Duplicate by mechanical adherence to rule insure him success at the Bridge table, will find that he has a great deal to learn, and not a little to unlearn. The quality which he chiefly lacks —that of readily adapting his play to varying situations—is the faculty most necessary in the Bridge player. The principles of Whist govern the play of Bridge, but their application differs to fit the differing conditions. The finesse of Whist—its finer points—is afforded

the greatest scope in Bridge tactics, and the latter game is without doubt the best possible medium for education in the former. Whilst Bridge presents greater opportunities for fine play, it also involves to a greater extent the element of chance. In these two characteristics is to be found the secret of its extraordinary popularity. In England the game has practically supplanted straight Whist in the clubs, and if its spread in America during the past few years is a reliable criterion, it is destined to achieve the same result here. The pastime is still in its infancy on this side of the Atlantic. There is not as yet a recognized authority on laws or play, and there are comparatively few expert players. There is urgent need for improvement in the laws and rules of etiquette. An unjustifiable laxity in the observance of them is permitted in many clubs. This is not only detrimental to the play, but it opens an attractive field for the sharper. The most objectionable feature of

Bridge is the facility with which a player may give an intimation of the condition of his hand before a card has been played. Only careful compliance with the etiquette of the game can prevent the occasional occurrence of such intimation.

There is no recognized standard system of Bridge in vogue either here or abroad. At the Portland Club, London, which is the centre of the game in England, the best players favor short suit leads on trump declarations. In America the majority of players practice the American leads, but without any better reason than that they have been accustomed to using them in Straight Whist. In the following pages the writer advances a system which he believes to be sound in principle and feasible in practice. Its rationale is explained, the endeavor being to afford the student clearly defined reasons for the tactics which he is advised to adopt.

Fortified with a sound theory, the player

who has a natural aptitude for cards should make rapid progress in the practice of Bridge. The game requires a cool head and a calculating brain; judgment has much wider scope for exercise and much greater independence of action than in Whist. In the former game, too, the personal equation is a much more important factor than in the latter. The shrewd player will take advantage to the fullest possible extent of the mental and physical peculiarities exhibited by his partner and opponents whilst cultivating the suppression of idiosyncrasies in his own play.

And now a word about Bridge as a "gambling game," respecting which a great deal is said, at the present, by persons who do not understand the game.

Bridge is pre-eminently a game of skill and science, rather than one of chance. The element of luck, which it has in common with almost every other game, is limited to the distribution of the cards—precisely as in Whist

when played with honors. Bridge may be made the medium of gambling, but in that respect it is less effective than "Fly Loo," which is played with a handful of loaf-sugar and a dozen house flies. There are card games—such as poker, baccarat and *rouge et noir*—in which a stake is a *sine qua non;* but that cannot be said of Bridge Whist, since the risking of money, or something representing money, is not a necessary part of the game, as the following pages will show. The player to whom gambling offers no attraction may enjoy a game of Bridge to the full, when played merely for the points; and, on the other hand, the desire for gain and the excitement of gambling is more readily indulged, and to a much greater extent, in numberless well-known channels. There is, too, a growing interest in Duplicate Bridge which, in the nature of the case, precludes a stake, and many of the best players in New York and elsewhere are devoting themselves to this feature of the game.

Even though considered from the gaming viewpoint, there is not a little to be said in favor of Bridge Whist. It is a well-known fact that the element of skill in Bridge—which is greater than in any other game of cards—tends to restrain the recklessness of the gambler; and, if he be a man of intellect, the speculative spirit will decline in him as the love of the scientific feature grows. Thus, inveterate plungers at Poker have become moderate Bridge players; and he who undertakes to gamble at Bridge, unless he is really a skilful player, will doubtless receive a sufficiently impressive lesson as to the folly of his conduct.

L. L.

PENNSYLVANIA WHIST CLUB,
April, 1901.

The Game

CHAPTER I.

The Game.

BRIDGE may be played by four, three or two players, the first number being the most usual.

The method of forming tables, shuffling, cutting and dealing, is the same as at Whist, except that no trump is turned.

After an examination of his hand the dealer may select the suit to be made trumps, or he may decide to play the deal without a trump, in which case all the suits have equal trick-taking value. The dealer may decline to exercise either privilege, and in that event it goes to his partner, who is then obliged to make a declaration of a trump suit or of "no-trump." In passing the "make" the dealer should use a set expression, such as "Make it, partner!" or "I leave it to you!"

The declaration having been made, the adversaries may decide to play the deal for double the value of the trick. The option is first due to the player to the left of the dealer, who, if he wishes to avail himself of it, will declare his intention by saying "Over" or "I double;" otherwise he will put the inquiry to his partner "Shall I play?" The latter, if he wishes to play the trump at its normal value, will answer "Play;" or he may signify his determination to double by saying "Over." The right to "redouble," *i.e.*, to make a second double or quadruple value, lies with the dealer and his partner, the first option being with the player who made the trump. The player who originally doubled may now go over again, making the value eight times the normal; or, if he declines, his partner may do so. The process of doubling is not restricted by the laws, and it might go on indefinitely; but excess is prevented, as a rule, by placing a maximum limit on the value of a trick. The fig-

Table of Values.

When the trump is	♡	♢	♣	♠
Each trick counts	8	6	4	2
Three honors between *two* partners count	16	12	8	4
Four honors between *two* partners count	32	24	16	8
Three honors with *one* player and TWO with his partner count	40	30	20	10
Four honors with *one* player count	64	48	32	16
Four honors with *one* player and ONE with his partner count	72	54	36	18
Five honors with *one* player count	80	60	40	20
Chicane counts	16	12	8	4

When there is no trump	
Each trick counts	12
Three aces between two partners count	30
Four aces between two partners count	40
Four aces with *one* player counts	100
Grand Slam *in any make* counts	40
Little Slam *in any make* counts	20

ure differs, but one hundred points is that usually adopted.

The right hand adversary having given his partner permission to play, or the doubling having been terminated by the player whose privilege it was to go over having expressed himself as "satisfied," the deal is opened by the player to the left of the dealer leading a card. The dealer's partner then lays his hand face upwards upon the table, and takes no further part in the play. His cards are played by the dealer as at "Dummy Whist," and his hand is termed the "Dummy."

Scoring.

Thirty trick points constitute the game score, but all gained in excess of that number are counted. The rubber consists of three games, and is won by the side which secures two of them.

The first six tricks taken by either side add nothing to the score, but each subsequent

trick made counts a certain number of points dependent upon the declaration.

When Spades are trumps, each trick after the sixth counts 2 points; Clubs, 4; Diamonds, 6; Hearts, 8. When "no-trump" is declared, the value of the trick is 12 points.

If one side takes eight tricks in a Heart deal, that is, a deal in which Hearts are the trump, they add sixteen to their trick score. If the trump has been doubled they add thirty-two; if it has been redoubled, sixty-four, and so on. The trick score only counts toward the game, the honor points not being taken into account until the end of the rubber.

The honors are the four court cards and the 10 of the trump suit. In a no-trump deal they are the four aces. The value of the honors, like that of the tricks, is regulated by the suit declared, but it is not affected by doubling. Honors are scored by the side to whom is dealt three or more of them.

Two partners holding *three* honors score the value of 2 tricks according to the trump suit; thus in a Club deal they would score eight honor points; in a Heart deal, sixteen.

Two partners holding *four* honors score the value of 4 tricks. *One* player holding *three* honors and his partner *two*, score the value of 5 tricks. *One* player holding *four* honors scores the value of 8 tricks. *One* player holding *five* honors scores the value of 10 tricks. *Four* honors in the hand of *one* player, and *the other* in that of his partner, entitle them to score the equivalent of 9 tricks. For example, four honors in Spades held by one player, and the fifth by his partner, will give them eighteen points; Diamonds being the trump, under the same conditions they would score fifty-four. In a no-trump deal, if *two* partners hold *three* aces they count 30; if they hold *four* they count 40.

If *one* player holds *four* aces his side scores 100 honor points.

When each side holds two aces there can be no score of honors.

"Slam" or "Grand Slam" is effected by two partners when they take the entire thirteen tricks, independent of any secured through the revoke penalty. Grand Slam counts for forty points in the honor tally. "Little Slam," which consists of twelve tricks taken in a similar manner, adds twenty points to the honor count.

A player who holds no card of the trump suit in the hand dealt him is said to be in "Chicane," and is entitled to add the value of two tricks to his honor score on that account.

The winning of the rubber entails one hundred additional points. At the conclusion of the rubber the score of each side, including the honor tally, which has not previously been taken into account, is totalled; the rubber points added to the side gaining them, and the difference between the scores is the number of points lost and won.

The method of scoring may be more readily understood by following the accompanying statement of a rubber in connection with the diagram of a score sheet.

First Game.

Deal 1. No-trump declared. East and West take the odd trick (12) and score four aces (40). North and South fail to score. The amounts are carried to the respective columns.

Deal 2. Hearts declared trump and doubled. East and West make two by cards (32). North and South make two by honors (16). Their trick score gives East and West the game, and a line is drawn across the sheet to indicate its termination.

Second Game.

Deal 1. Spades declared. East and West make two by cards (4) and four by honors (8). North scores Chicane (4).

Deal 2. Diamonds declared. North and

Score Sheet.

North and South.		East and West.	
Trick.	Honor.	Trick.	Honor.
	16	12 32	40
36	4 54 20	4	8
32	16		
68 100 110	110	48 48	48
278 96		96	
182			

South make six by cards (36), Little Slam (20), and nine by honors (54). North and South win the game, making it games all, with the rubber game to be played.

Third Game.

Deal 1. Hearts declared doubled and redoubled. North and South make the odd (32) and two by honors (16); winning the game and the rubber.

The scores are now totalled, North and South adding one hundred rubber points. The less is subtracted from the greater, leaving a balance of one hundred and eighty-two points in favor of North and South.

Although it will usually happen that the winner of the rubber has the greatest number of points, such is not necessarily the case, for the loser may have an honor score sufficiently large to more than offset that of the winning side. This is one of the many peculiarities of Bridge Whist. It will be con-

sidered an advantage or a detriment according to one's comparative estimate of the elements of skill or chance in the game.

The Make

CHAPTER II.

The Declaration*

or the make, which includes the double, is the most important feature of the game, and generally a greater factor in the result than the play. It is very largely controlled by the score. The calculations entering into the make are often complicated, and the beginner must not expect to become proficient without a considerable amount of practice.

The dealer has a very great advantage in the play, and especially in no-trump hands. From the moment the Dummy cards are laid out he knows the possibilities of the combined hands, and has the data at command for a complete plan of action. He is not in doubt

* Additional matter relating to the declaration will be found in the Section Maxims and Makes.

as to the most favorable suit to play for, and there is no danger of its being blocked if he plays correctly. He often derives a benefit from the moral effect of the declaration. The adversaries are always prone to credit him with extraordinary strength and to "run" with their strong suits, thereby allowing him to bring in cards which he could not have cleared otherwise. These conditions are the basis of the rule that *the dealer should generally declare on the utmost valuation of his cards.* On the other hand, the fact that the holding of the dealer's partner is exposed and the exact weight of his make is patent to the entire table, suggests that he should lean toward safety in a passed declaration. However, the score is the ultimate dictator in the matter. When he is comfortably ahead, the dealer will act conservatively, whilst in a desperate situation he will not hesitate to speculate heavily. Under such circumstances the dealer should seldom pass the make. Sup-

pose that nothing short of a no-trump can save the rubber. The dealer should make no-trump regardless of his hand, and save an exposure of weakness on the other side of the table.

There are certain stages of the score which influence the make more than others. Various positions in the score have strategic value based on other considerations than mere mathematical progression.

The following table may assist the player to a quicker comprehension of the point. The figures it contains are the clue to the entire tactics of the make and the double. They should be constantly present during the play. The first column represents the score of one side at all possible stages of the game; the second column the points needed by that side to go out, and the remaining columns the number of tricks necessary in the respective declarations to secure the points in question.

Score.	Points needed.	N-t.	H.	D.	C.	S.
0	30	3	4	5	—	—
2	28	3	4	5	7	—
4	26	3	4	5	7	—
6	24	2	3	4	6	—
8	22	2	3	4	6	—
10	20	2	3	4	5	—
12	18	2	3	3	5	—
14	16	2	2	3	4	—
16	14	2	2	3	4	7
18	12	1	2	2	3	6
20	10	1	2	2	3	5
22	8	1	1	2	2	4
24	6	1	1	1	2	3
26	4	1	1	1	1	2
28	2	1	1	1	1	1
30	0	0	0	0	0	0

At the stages of 2 and 4 the same number of tricks are required in all makes (with the exception of Clubs) as at no score, and the former positions are practically no advance over the latter. One of the important stages is 6. Here there is a reduction of one trick in each declaration, and the necessary tricks may be taken without any superfluous points.

The score of 6 is equal to that of 8 or 10, except in so far as the latter affects the Clubs. The next stage of note is 12, where three in Diamonds, as well as in Hearts, make game. At 14, no-trumps and Hearts are brought to the same figure and the Clubs decreased to four. The next stage makes no practical difference; but 18 is, like 6, a very critical position—one to be sought, and consequently one to deprive the adversaries of, if possible. The odd in no-trump is all sufficient, or two in Hearts or Diamonds. The following step is no appreciable advance over the last; at 22 the odd in Hearts is effective for game. Anywhere beyond this point the goal is constantly in sight, and 24 is almost as good a position in the score as 26 or 28.

The dealer will, of course, endeavor to reach 6 at least (with less of a score he has practically made no advance from love), and if he sees no prospect of doing so, he will try to prevent the adversaries from reaching

that point. This is the foundation of the rule for the dealer's partner, having no hope of the odd, to declare Spades when the make is passed to him.

Suppose the score to be 4–10. (The dealer's score always precedes that of the adversaries.) The make is passed, and Dummy has an equal choice between Hearts and Diamonds, with a doubtful prospect of the odd. He should declare the latter, because, if he takes the odd, 10 is almost as favorable position for him as 12; whilst if the adversaries get the odd card in Diamonds, it will carry them only to 16, but in Hearts it would place them at 18, a much more advantageous stage of the score. Similar calculations will enter into a consideration of the double. At love-all, if you do not expect to get more than the odd, there is nothing to be gained by going over a Spade; on the contrary, you give the maker a chance to redouble and go beyond 6 with the odd, whereas, if you

are content with the make, he will probably remain on the other side of it. Take one more illustration. On the first deal North makes a Diamond and loses the odd. On the next deal East declares Hearts. South holds a hand almost surely strong enough to give him the odd, but not, under ordinary conditions, more than that; so that, if South doubles, it is in the hope of securing 16 points (a number not much better than 8) with which to start his next deal, and for that consideration he gives East a chance of bringing his score up to 22 (a good position, at which the odd in no-trump or Hearts will go game). South had much better be satisfied with his good chance of making 8 himself or holding East down to 14. Now suppose the score to be 10–6. If South has a good prospect of the odd he may double. If he makes the odd Heart at a normal value it will only carry his score to 14, but on a double he would take his deal at 22. If East

makes the odd, he will reach an excellent position (18) in any case, and the risk of letting him get to 26 is more than offset by the prospective advantage to South. By doubling, the latter is taking the best chance, without undue hazard, to win the game. These simple illustrations will suggest various applications of the figures in the table.

The declaration is based upon (1) the trick-taking capacity of the hand, (2) the state of the score, (3) the count for honors, and (4) the expectation of finding the partner with one-third of the outlying strength.

Let us first consider the declaration at

The Score of Love-all;

that is, in the first deal of the opening game of the rubber. Whilst the object of the play is to make as large a score as possible, the game should be the first consideration, and a player should not allow his judgment to be warped by an attractive array of honors. The

honor score should be treated as incidental to the game. Naturally the first thing the dealer will look for, in his hand, is the requisite components of a no-trumper. Failing that, he will wish to make it Hearts; and, if both are out of the question, he may declare Diamonds on a *good* hand. Either of the foregoing is a desirable declaration at no score. It is necessary to have standards, not only as guides in estimating varying hands, but also that the partner, when called upon to declare, may be able to draw negative inferences. If, at the score of love-all, the dealer passes it, his partner should know what he considers a no-trumper, a Heart or a good Diamond hand. The safest

No-trump Hand

is one which contains a probable trick—that is, ace or guarded king—in every suit. With such a hand the dealer must get in on the second round at latest, and Dummy is likely

to hold a long suit, which the dealer's re-entries will serve to establish and bring in. The most unqualified no-trumper is a hand containing four aces. Even though there is not another trick in sight, Dummy must be credited with three, which would be sufficient to land the odd. In any case the honor points (100) would decide the declaration.

With three aces, even though the hand contains little additional strength, the make should generally be no-trump. If it is passed, it must be in the hope of finding partner with a good Heart or Diamond holding; but if he has a good suit of any denomination, the aces will harvest it. Having six or seven Hearts, including four honors, with three aces, Hearts may be a surer declaration, and probably the more profitable on account of the honor score.

No-trump should be made with two aces and the other suits guarded,

EXAMPLE 1.—♥ A, 10, 8; ♦ A, J, 5; ♣ K, 9, 6; ♠ Q, J, 8, 6.

Or with two aces and extraordinary strength in a third suit.

EXAMPLE 2.—♥ A, 6; ♦ A, J, 2; ♣ 9, 3; ♠ K, J, 10, 9, 7, 2.

If only one ace is held, the other three suits should be guarded,

EXAMPLE 3.—♥ A, 6; ♦ K, Q, 3; ♣ K, J, 8, 4; ♠ Q, J, 10, 2.

Unless there is a long suit established, or within one round of that condition and re-entry in a third.

EXAMPLE 4.—♥ A, 6; ♦ K, 6, 4; ♣ K, Q, J, 10, 7, 4; ♠ 5, 2.

To go no-trump without an ace, the dealer should have protection in every suit.

EXAMPLE 5.—♥ K, Q, 4; ♦ K, 6, 4; ♣ Q, J, 10, 6; ♠ K, 10, 4.

Such a hand is very apt to fit in with a long suit on the other side of the table. It is not likely that it will score honors. In fact,

the chances are 8 to 1 against such an occurrence, but 4 to 1 in favor of Dummy holding at least one ace. On the other hand the probabilities are in favor of a good trick score, and the game points should be the first consideration.

In the foregoing cases, it must be understood that strength in the ace suits may make up for deficiency elsewhere. The dealer holding, say, six Spades to a quart major, another ace and nothing besides might hazard no-trump, but with two powerless suits the sounder play would be to pass.

A little more weight is required with the dealer's partner when the declaration is passed at the score of love-all. He should be slow to make no-trump with a powerless red suit, especially if it be Hearts, and his re-entries need to be better than those of the dealer. A singly guarded king, or queen with two, are doubtful propositions in the exposed hand. The dealer's partner has nothing of the moral

advantage enjoyed by the dealer on a declaration of no-trump. The former is less likely to benefit by the opening lead, and his tenaces are not of as much value as the dealer's.

EXAMPLE 6.—♥ A, 6, 2; ♦ K, 10, 9, 5; ♣ K, 7, 3; ♠ K, 4, 2.

EXAMPLE 7.—♥ A, Q, 6; ♦ A, J, 7; ♣ 6; ♠ Q, J, 9, 7, 4, 2.

EXAMPLE 8.—♥ A, 10, 9, 3; ♦ K, Q, 4; ♣ 6; ♠ K, Q, 8, 7, 2.

The dealer or his partner may declare no-trump on the above hands.

EXAMPLE 9.—♥ 7, 5; ♦ K, J, 4; ♣ A, Q 9, 7; ♠ A, Q, 6, 4.

The dealer might make no-trump on the foregoing cards, but his partner would do better to declare Clubs. The fact that the make was passed is an inferential indication of weakness in the red suits, and particularly the Hearts, on the dealer's part. Furthermore, what strength the hand contains may be led through with dire effect.

The Heart Hand.

Unless you have a reasonable prospect of extracting the adverse trumps and remaining with at least one long one, a suit declaration has no advantage over no-trump; that is to say, you are likely to make as many tricks in the latter as in the former.

EXAMPLE 10.—♥ A, K, Q, 3; ♦ 6, 2; ♣ A, K, 10, 9, 6; ♠ 8, 3.

In the foregoing example, you may be able to exhaust the adversaries' Hearts in three rounds, but it is quite likely that you will have had to use one of your own to get in with, and you must trust to Dummy for the other re-entry which you will probably need. This is about the lightest hand on which Hearts should be declared with the score at love-all; and, by reason of extreme weakness in two suits, it is almost too light for the dealer's partner to make that suit on.

EXAMPLE 11.—♥ A, 10, 9, 3; ♦ 6, 2; ♣ A, Q, 9, 6. 2; ♠ 8, 3.

With such cards as the above the dealer should pass the make.

EXAMPLE 12.—♥ K, J, 10, 7, 2; ♦ 6; ♣ A, Q, J, 8, 3; ♠ 8, 4.

This is an unquestionable Heart hand, with either the dealer or his partner.

The Heart hand should be good for four tricks, with reasonable certainty. It is usually a hand which fails of no-trump strength by lacking protection in two suits. Many players would make no-trump on the cards contained in Example 12. It would, however, be a decided "flyer." The probabilities are altogether in favor of the preponderance of Diamond and Spade strength being with the adversaries, and what Dummy holds in those suits may be led through and killed, allowing the opponents to play off the two suits before the dealer can get in.

The Diamond Hand.

At love-all the dealer should not make Diamonds with fewer than five probable tricks

in hand, so that with a normal amount of support from the Dummy he can be practically sure of the odd, with a good chance for three by cards. In other words, he should be reasonably certain of reaching 6 on the score, with a fair prospect of getting to 18. It is seldom indeed that a game hand in Diamonds is held at no-score, for such a hand would generally be better played without trumps. It will be found that the minimum Diamond strength with the dealer quickly merges into the no-trump standard. For the foregoing reasons, and because there are two better declarations open to his partner, the dealer will pass with strength in Diamonds more readily than he would if it lay in Hearts. That being the case, Dummy, in a passed declaration, need not be as well protected in the former suit as in the latter. Let us revert to the Heart examples and transpose the red suits. Example 10 would be a doubtful Diamond. Many good players would prefer the risk of no-

trumps on it. Example 11 should be passed by the dealer, but it might be made Diamonds by his partner. The following are about the lightest hands on which that suit may be made by the dealer in the first deal of the rubber:

EXAMPLE 13.—♥ K, 7, 2; ♦ A, J, 10, 6, 4, 3; ♣ 10, 5, 2; ♠ 7.

EXAMPLE 14.—♥ 7, 4; ♦ A, Q, J, 9, 5; ♣ K, Q, 9, 4, 2; ♠ 7.

EXAMPLE 15.—♥ Q, 6; ♦ K, Q, 10, 7, 3; ♣ J, 10, 2; ♠ Q, 8, 6.

Some players will invariably declare Diamonds on four honors, notwithstanding the absence of any further strength. It is a speculative make at best, and should not be ventured unless the honors are the quart major. Even then the hand falls below the standard of Diamond strength.

If he has some protection in Hearts, the dealer's partner may declare Diamonds on a

hand which would be too light for an original make.

EXAMPLE 16.—♥ K, 10, 7; ♦ A, J, 9, 2; ♣ Q, 10, 8, 6, 3; ♠ 4.

EXAMPLE 17.—♥ Q, J, 6, 3; ♦ K, 10, 7, 5; ♣ Q, 8, 5; ♠ 9, 6.

The choice of the Diamond in the latter case would be a semi-defensive measure. There is a probability of greater strength with the dealer in that suit than in Hearts. The hand may be estimated at three and a half tricks, and the dealer should be counted on for three—no more. This gives about an even chance for the odd (which is practically worth as much in Diamonds as in Hearts), and it is not unlikely that the adversaries will score simple honors. The situation is sufficiently doubtful to warrant Dummy in leaning toward safety.

If the dealer is unable to declare no-trumps, Hearts or Diamonds, he should leave it to his partner.

The Black Suit Hand.

A black suit should not be made by the dealer at no-score, because it is impossible to go out in one, unless it is doubled; nor can a considerable advance be made in the score. Even if the dealer holds

EXAMPLE 18.—♥ Q, 9, 3; ♦ 6; ♣ J, 10; ♠ A, K, Q, J, 10, 7, 4.

he should turn it over. The honors in Spades would only count 20—little more than simple honors in Hearts. If the partner has any kind of a hand, the dealer's long established suit will become a great force in trick-taking. There is one exception to the rule prohibiting the dealer from declaring a Spade or Club when the score is at love-all. If his hand does not contain a probable trick he should make Spades for safety, and to prevent his partner from miscalculating upon the amount of strength he has a right to expect in the dealer's hand. Occasionally this practice will result in shutting Dummy out of a great make,

but the play is sound, and will save a loss more often than not.

EXAMPLE 19.—♥ 10, 3, 2; ♦ 8, 7, 6, 4; ♣ 9, 8, 6; ♠ J, 4, 2.

Spades should be declared by the dealer on the above hand unless the saving of the game depends absolutely upon the making of a rich suit, when the declaration should be passed.

The partner, on receiving permission to declare the trump, will infer that the dealer has not more than average strength in the red suits, but that he may have in the blacks. He will not make a Heart or Diamond unless he is prepared to carry the deal with little assistance in trumps. If his hand is too light for a red make, nothing will have been lost by passing it up to him.

Unless the dealer's partner can make a declaration which is tolerably sure to carry his side beyond 6 in the score, he should play to retard the adversaries as much as possible by

declaring the cheapest suit—Spades. Novices frequently fall into the error of compromising on Clubs, when they hold a moderate suit of them in a weak hand. This is a great mistake, and often the occasion of heavy loss when the Club is doubled to the value of a Heart.

EXAMPLE 20.—♥ 10, 7, 6; ♦ J, 9, 5, 4; ♣ K, Q, 8, 3; ♠ 5, 2.

The dealer passed at love-all and his partner nominated Clubs on the foregoing cards. The leader doubled and scored three by cards (24), and the dealer took simple honors (4). With a Spade trump the adversaries would have counted two by cards (4), making no material advance in their score.

If a Club promises five tricks out of Dummy's hand,—if it contains five Clubs to two honors or four Clubs to three honors,—that suit may be declared, *faute de mieux*, on a passed make at love-all; with less strength, the safety declaration should be resorted to.

Unless the Club holds out a probable prospect of two by tricks (that is, of going beyond 6), it is useless to hazard it.

The dealer's partner may declare Clubs on the following hands at love-all:

EXAMPLE 21.—♥ A, 2; ♦ Q, J, 8; ♣ K, 9, 8, 6; ♠ Q, 10, 8, 7.

EXAMPLE 22.—♥ 9, 8, 6; ♦ 8, 4; ♣ K, Q, 8, 7, 4; ♠ A, 4, 3.

EXAMPLE 23.—♥ Q, 9, 4; ♦ 10, 3; ♣ K, Q, J, 5; ♠ Q, J, 9, 6.

EXAMPLE 24.—♥ 6, 4; ♦ 10, 8, 6; ♣ 10, 7, 6, 5, 4, 2; ♠ K, 4.

Spades should be made on the following:

EXAMPLE 25.—♥ 10, 7, 2; ♦ J, 7, 3, 2; ♣ K, J, 6, 3; ♠ 8, 5.

EXAMPLE 26.—♥ 10, 7, 2; ♦ J, 7, 3, 2; ♣ K, 7, 6, 3, 2; ♠ 2.

Advanced Stages of the Score.

The correct make when the stage of no-score has been passed cannot be covered by

rules—it must be learnt by experience; but a few illustrations may aid in a comprehension of the controlling principles.

As a general rule, with a favorable score the make should be conservative. Under the contrary condition it may be speculative. The degree in which either course is followed will depend upon the necessities of the occasion.

Whilst a speculative declaration is imperative when it affords the only means of making a necessary number of points, it should not be resorted to under less urgent circumstances when the hand offers a good conservative make.

EXAMPLE 27.—♥ Q, 10, 4; ♦ K, 7; ♣ A, Q, J, 10, 8, 4; ♠ 7, 4.

At a score of 4–28, the dealer or his partner would declare no-trump on the above hand; but with the figures reversed it should be made Clubs.

EXAMPLE 28.—♥ A, K, Q, 7, 6; ♦ 10; ♣ K, Q, J, 9; ♠ A, 10, 2.

This would be a no-trumper at most stages of the score ; but if the odd in Hearts would put the dealer out, he should declare that suit, and particularly if the loss of the odd in Hearts would leave the adversaries in, whilst one trick in no-trumps would put them out. The principle involved is that of avoiding needless risks. *When you are practically sure of game in a certain suit, do not make a risky declaration in a higher suit for the sake of an unnecessary increase of score.*

Let us revert to the previous examples. With your score at 24 or over, particularly if the adversaries are close, the hand given in Example 1 should be passed. If the partner can make on five trumps of any denomination the game is pretty sure, and the honor points are likely to be sheer gain, for Dummy has no more than an even chance of holding an ace.

Under similar conditions, the cards in Example 2 should be passed. If the partner

makes Spades, the dealer has a great ruffing game. If partner has sufficient strength to declare any other trump, the Spades can probably be brought in. For similar reasons the hands in Examples 3, 5, 6, 7, 8 and 9 should be passed at a score in excess of 22; whilst, with no more than a Club trick needed for game, that suit should be made on the hand contained in Example 4.

An unnecessarily expensive declaration for the sake of a large honor score often results in the reversal of a commanding position and the loss of the game. Suppose the dealer to have the first game to his credit and to hold

EXAMPLE 29.—♥ K, Q, J, 10; ♦ K, 9, 8, 7, 6, 4; ♣ A; ♠ 7, 6.

with the score 26–16 on the second game. He declares Hearts. The leader, with

♥ A, 9, 8, 6, 5, 2; ♦ A; ♣ 8; ♠ A, K, Q, J, 5,

goes over and makes the odd, winning the game. Now, from a situation which practically assured him of the rubber on a Diamond

make, the dealer is reduced to a score of games-all, with the deal adverse on the deciding game.

It has been said that all no-trumpers are unnecessary risks, by which is meant that any hand which is up to the standard of no-trumps offers a surer prospect of scoring if played with a trump. This is probably very near the truth, provided the hand contains a five-card suit. The risk must, however, be taken when the no-trump points are needed; otherwise, a suit should be named. Example 10 furnishes a no-trump hand at a score of, say, 10–26, and a Club hand with the figures reversed.

When the dealer is at a point where the odd will give him the game he should always be prepared for a go-over, especially if the doubled value of the trick would put the adversaries out. Consider Example 11 at the score of 26–14. If Hearts are made, the adversaries will raise it provided they have any

chance for the odd, but on a Club the dealer is more likely to go game, and the adversaries, even though they double, will need two by cards to score out.

The principle which applies to the make in the first game is extended to later stages of the rubber. With the advantage of a game, the dealer should declare conservatively; with a game against him, more boldly; with games even, he should adopt much the same policy as in the love-game.

The dealer will seldom pass it when a desperation make is imperative; consequently, the Dummy will usually have a choice of declarations. He should generally exercise caution, and the foregoing hints on playing to the score are applicable to him. He should declare to his hand, when it offers, with average assistance from the dealer, a reasonable prospect of scoring; otherwise he should make for safety, with the idea of holding the adversaries down to as low a score as possible.

Dummy should not count on his partner for more than three tricks at the outside, and should seldom make an expensive suit unless his own hand is good for at least four probable tricks.

Dummy should, however, play to the score, and, whenever necessity exists, he should make boldly, despite his disadvantages.

An important point for the consideration of Dummy in making is the calibre of his partner. A hand which a good player could manipulate without difficulty might be an unreasonable proposition to present to a novice.

EXAMPLE 30.—♥ K, 10, 2; ♦ A, K, Q, 9, 7; ♣ K, J, 6; ♠ K, 4.

If an expert was going to play the hand, no-trump might properly be declared on this holding; but if it was to be entrusted to a player of little ability, the Diamond would be a better make.

When his hand contains fewer than three

tricks, Dummy will generally do well to make Spades for safety, for if he cannot hope to score on the deal, the next best thing is to reduce the adversaries' count as far as possible.

EXAMPLE 31.—♥ Q, 8, 6, 4; ♦ A, 7, 3, 2; ♣ 10, 9, 7, 5; ♠ 7.

Anything but a safety make from the above would be sheer speculation.

Nothing but experience can teach a player how to "make to the score" with good judgment. These brief hints and the examples furnished by the illustrative deals are designed to convey an understanding of the main principles underlying the declaration.

Doubling.

Going over, like the declaration, should be regulated by a consideration of the score. The prineiple of "the game before everything" should govern a player's action in this matter. He must be influenced not by

the mere prospect of making points as much as by a consideration of the relative worth of the probable points and the proportionate value of the possibilities he is creating for the adversaries. A player may be reasonably sure of scoring trick points, and yet not justified in doubling.

EXAMPLE 32.—Score 24–4. South nominates Clubs. West holds ♥ K, J, 10, 4; ♦ K, 2; ♣ K, 10, 9, 7, 6, 2; ♠ A.

South needs two by cards, which West can almost surely prevent his getting, although he may take the odd. With the normal trump, the probable result of the deal will be to increase West's score to 8—or South's to 28. If the trump is doubled, the probability is changed to 12 for West (a position little better than 8) as against a possibility of game for South.

As a rule, a double should not be made unless it affords a good chance for game and an excellent prospect of going as far as 18 on the deal.

It is well never to double without being willing and ready to be redoubled.

Strength in the lay suits offers great temptation to go over, but it is a risky proceeding, especially in an expensive make ; for if the balance of plain suit cards is against the maker he is pretty sure to hold excessive length in trumps, and will probably kill some of the cards which the doubler counts on as winners.

EXAMPLE 33.—♥ A, K, J, 4 ; ♦ Q, J, 6, 4 ; ♣ A, Q, J ; ♠ K, 10.

If a good player has made Diamonds, it would be very risky to go over him with such a hand as the above. It is highly probable that he would be found with seven or eight trumps, and a strong Spade suit in addition. Thus with the score at love-all ; but if the odd trick with the doubled Diamond would put the leader out, he should certainly go over ; and so in a situation which points to a desperation make, as when the score is heavily adverse to the dealer.

Excessive trump strength is also a frequent snare, as the following situation illustrates :

EXAMPLE 34.—♥ A, 9, 8, 7, 6, 5, 4, 2; ♦ 6; ♣ J, 10, 8; ♠ 4.

With the foregoing cards the leader went over a Heart make, the score being 10–0.

The dealer held ♥ K, Q, J, 10; ♦ A, 10; ♣ A, K, Q, 4; ♠ 10, 7, 2.

He took seven tricks with his own hand, and Dummy took another with the Ace of Spades.

The foregoing is, of course, an extreme illustration, but it exemplifies the folly of taking unnecessary risks. With the score as stated, the leader should have been satisfied with his prospect of making one or two by cards and getting a good start on his deal.

With the score at love-all it is particularly dangerous to go over unless the hand is pretty safe for the odd, for there may be a redouble and the dealer go out.

The fact that the enhanced value of the trick is sufficient to give the doubler the game

with the odd is always a justifiable incentive to double, but it should seldom be acted upon unless the hand is strong enough to prevent the adversaries from going out on a redouble.

"Spades" being an equivocal make by Dummy, it is always a ticklish one to go over. He may not have a card of the suit in his hand, and again he may be excessively strong, in which case he will redouble, and may be afforded the opportunity to go out on a hand which would otherwise have raised his score comparatively little.

A speculative double, like a desperation make, is proper when the contingent gain is very large. Say the dealer needs but the odd to go out on the second game, having won the first, whilst the leader is at 16 only. The latter should double a Heart with as light a hand as the following:

EXAMPLE 35.—♥ Q, 9, 6, 4; ♦ K, 6, 3; ♣ A, J, 8, 2; ♠ K, 6.

If he gets the odd, which is, of course, not at all probable, he makes it games-all and starts the rubber game with the deal in his favor.

It is well to be very cautious about doubling no-trumps. Very seldom, at a normal score, should a player allow all-round strength to tempt him to do so. In such a case he will almost surely find the maker with a long suit and re-entry, and a great deal of his own strength may have to be discarded away.

At the commencement of the game many players would be tempted to double a no-trumper with the following hand:

EXAMPLE 36.—♥ A, K, Q; ♦ K, Q, 9, 2; ♣ A, K, 6; ♠ J, 3, 2.

It seems to promise the odd with ordinary luck; but if the dealer held the following, and he might be calculated for something of the kind, he would redouble, and probably win out.

EXAMPLE 37.—♥ 6, 3; ♦ A; ♣ Q, 5, 2; ♠ A, K, Q, 10, 7, 4, 2.

When, however, the leader himself holds a suit of six or more, headed by the tierce major, or ace-king together with another ace, he should almost always double no-trumps, and generally with such a suit headed by king-queen supported by a sure re-entry.

The leader's partner runs a greater risk in doubling on similar hands, because the suit may not be led to him. The proper lead under such conditions, however, which is explained in the section on Leading to No-trumps, makes it fairly probable that the leader will hit his partner's long suit.

The position of the player at the table must be a factor in his calculation as to going over. The leader is favorably situated to double the dealer, so that the lead may come to him through the latter's strength ; the fourth player is in the best position to double Dummy.

Doubling requires at least as much judgment as does the declaration. The state of the score ; the comparative gain and loss in-

volved; the peculiarities of the players; their habits in the matter of making, and ability in playing—these and other considerations must influence a decision in the matter.

The safest plan for the beginner is to leave the double severely alone until he has acquired a fair working knowledge of the game.

The Play

CHAPTER III.

Playing the Cards.

WE shall find that the principles underlying Whist are those which determine our play at Bridge; but since entirely different conditions prevail in each game, tactics which would be proper in the one case may be the reverse of sound in the other.

The lead is one of the most important considerations in Bridge strategy. At Whist the efforts of the intelligent player are directed mainly to bringing in a long suit, if possible, and, if not, to making such winning cards as the hand may contain. The probable or inferred distribution of the trump strength will decide which of these purposes shall control the plan of action. Under favorable conditions establishment will be essayed; when the conditions are adverse, a "running" game will

be played. It is a peculiarity of Bridge that the leader is in a position to know, before the deal is opened, which of these methods he should pursue. Trump strength is adverse by a considerable preponderance, or there is no trump to enter into the calculation. The lead under each of these contrary circumstances involves different propositions and is governed by different principles.

Unless it be headed by three cards in sequence, or of such extreme length as to warrant the expectation of extracting all the adverse cards in two rounds, the establishment of a long suit is best expedited by its being opened with a low card. The proposition need not be demonstrated. It is familiar to every Whist player.

The only deterrent to the invariable lead of a small card from long holdings which do not conform to the above descriptions, is the danger of the suit being trumped upon the second or third round. If a player has five

cards of a suit he may expect it to live through two but not three tricks, so that if he led away from ace and king, one of the master cards would in all likelihood be ruffed. Having six, the probability would be increased; and with seven it would be almost a certainty that one of the adversaries would fail to follow suit three times, and probable that neither could do so more than twice. That being so, establishment might reasonably be expected to follow the immediate leads of the commanding cards.

In playing long suits there are three primary considerations to be entertained: (1) Withholding of high cards in order to secure establishment through them on the second and third rounds; (2) The probability of the best cards being ruffed; and (3) In the case of extremely long suits, immediate establishment by leading out the master cards. These last are, of course, actually established without play, and may be classed with suits containing the tierce major.

The Lead to a Trump Declaration.

The leader is confronted with a definite declaration of adverse trump strength, and his play should be in conformity with the situation.

At Whist the dealer's average trump holding is four; at Bridge it is six. (These are the practical equivalents of the true mathematical averages.) It follows that the chances of the leader's suits being trumped are greater in the latter game than in the former, and to guard against the increased danger his leads should be more forward at Bridge. Under such conditions it is generally futile to attempt the bringing in of a suit. At Whist, when the adversaries have exhibited preponderating strength in trumps, the sensible player will "run" with his winning cards, take every opportunity to get a ruff and to force his partner. At Bridge, when playing against a trump declaration, he should follow similar tactics from the commencement of the deal. In such

circumstances it is more important to show the high cards held than number in suit; and, since a long suit can very seldom be brought in against the dealer, unblocking tactics are of secondary value.

In such a situation the American Leads are worse than useless, and the chief effect of their use is to add to the already excessive advantage enjoyed by the dealer over the pair on the defensive. Since there is no expectation of making the long cards of a suit, but little benefit can accrue to the partner from knowing that they are held, but the knowledge may be of the utmost value to the dealer. To illustrate: the leader opens with the American Lead of queen, showing five or more; Dummy covers with ace and remains with 6 and 2; the leader's partner plays the 4, and the dealer, holding four cards of the suit, knows that the hand to his right has no more, and can read every card of the leader's holding. Now, if the latter had led the old

king lead his partner could have marked him with the queen and four or more of the suit, and the dealer could not have gathered exact information of the distribution until the second round. The fourth best lead of a low card is open to the same objection. The leader opens with the American Lead of 7; Dummy, holding king and 6, puts up the former; third player follows with the 4. The dealer, holding ace, 10, 8, 5, can place the queen, jack, 9, 3 and 2 with the leader and no more with his partner. Had the lowest card of the suit been led originally, no such exact calculation could have been made.

The following suggested system of leads for use in trump deals is based on the foregoing considerations. It has been sufficiently tested to prove that in practice it will win tricks over the American Leads.

Ace is led from all suits containing it of four or more cards, not including the king. The ace lead from four cards is an undesira-

ble opening, unless the player remains with some protection in the suit, such as queen or jack-10; but if the suit is led, the ace should be played.

King is led from all combinations of four or more which contain ace or queen, or both.

Queen is led from queen, jack, 10 and one or more.

Jack is led from king, jack, 10 and one or more.

10 may be used as an unequivocal supporting card, or a conventional significance may be attached to it, admitting of its being led from any combination. It may be mentioned in this connection that a single card call for a trump lead will sometimes be found very useful. The leader will occasionally hold a hand to which he desires such a lead, although he did not consider himself strong enough to go over the make.

When a high card is not led, the lowest of the suit should be the opening.

The ace leads as recommended above contemplate the lead of that card from the major tenace. It is defended on the ground that the leader must play to make all he can in the first two rounds of the suit. His chances of having a tenace led up to are much less than at Whist, and of having the second round ruffed much greater. If the king is adverse, but two tricks at the most can be taken in the first three rounds. If the first is made sure of with the ace, the queen is very likely to make, unless trumped, since it cannot fall to an exposed king in Dummy's hand.

The jack lead from the king, jack, 10 combination has the advantage of exact informativeness as regards the high cards held, and, more than that, of giving the best chances of the second trick, under conditions which render a third improbable. If both ace and queen are adverse, the suit is a hopeless one however it may be opened.

The Lead to No-trumps.

In a no-trump deal there can be no ruffing, and the chief reason for a high card lead under ordinary conditions is eliminated from the calculation. The leader is bound to make the commanding cards of his suit when in the lead, and also the long cards of it, if he can re-enter after clearing it. He is, therefore, justified in adopting establishment tactics to the fullest extent. He should handle his cards as he would plain suits at Whist after trumps are out. By some players the regular trump leads are used in no-trump deals. The principle upon which the practice is based is sound, but some modifications are advisable to suit the peculiar conditions of Bridge.

The following system of leads for no-trump deals facilitates unblocking by affording as precise information as possible of the composition of the suits led.

No suit of fewer than seven cards is opened

high unless it embraces three honors. There are eight such combinations enumerated below. Suits containing no more than two honors are broached with a high card only when ace or both king and queen are included.

Ace is led from A, K, J, 10, and A, Q, J, four or more in suit. Ace may be led from any combination of seven cards in addition to those above mentioned—such as A, Q, etc.; A, J, etc.; A and six small; but if re-entry is lacking, such suits may be opened low.

King from A, K, or K, Q, seven or more.

Queen from A, K, Q, or K, Q, 10, four or more. If queen holds the trick, the leader continues with 10 from the second combination.

Jack from A, K, Q, J, or K, Q, J, four or more.

10 from K, J, 10, or Q, J, 10, four or more.

In each case the ability to place certain cards elsewhere than with the leader will enable his partner to immediately identify the combination opened.

Unblocking must often be effected at the risk of a trick, but the first consideration of the adversaries in a no-trumper must be to avoid obstructing their long suits.

On the lead of A, K, Q, J, or 10, third hand, holding an honor and one, should play his highest upon the first trick; holding an honor and two, he should play the middle card to the first round and honor to the second; holding two or three cards lower than the 10, he should play from the top down; holding four or more, he should play third best to the first trick and second best to the next.

The following exceptions to the foregoing rule should be noted. When, the lead being from K, Q, J; K, Q, 10; K, J, 10; Q, J, 10; or K, Q, etc., the leader's partner holds ace and one, and Dummy the remaining honor fully guarded, the master card must be held up, even at the risk of permanently blocking the suit, in order to enable the leader to kill Dummy's prospective winner. A great

many players have yet to learn the necessity of special leads for Bridge.

More may depend upon the ability of the leader's partner to avoid obstructing his suit in a no-trump deal than upon any other point. If the leader has a good long suit, the chances are that the dealer has control to a great extent of the other three, and, at any rate, that he holds a long one himself, which is probably established. If the leader does not get all the possible tricks in his suit whilst he is in, it is more than likely that he will be forced to discard winners from it before he can re-enter.

The Lead to a Double.

When the leader or his partner has doubled a trump make, the combined hands are, presumably at least, as strong as those of the dealer. Under such conditions the leader should play as he would at Whist. Until the development prompts different action he should play his hand for all there is in it, and

if it contains a good suit he should open it as he would with a fair expectation of bringing it in; that is to say, the American Leads should be employed and the hand played in the most informative manner possible.

When the fourth player has gone over a *no-trump declaration* the circumstances are different, and the lead is a special one. In a majority of cases the raise will be based on a long strong suit, and not infrequently the doubler will have complete control of it. The leader should endeavor to find that suit, and the best prospect of doing so lies in leading the weakest one in his hand which contains no card higher than a jack, and a red, in preference to a black suit, because the dealer is more likely to make a defective no-trumper from a hand containing weak red and strong black than *vice versa.*

The practice prevails with many players of invariably leading a Heart when the partner has gone over a no-trump make. The

convention is based on the theory that the weak spot in the declaring hand is most likely to be the Heart suit, which is true enough under ordinary conditions; but if the dealer, say, knows that the first lead will surely be a Heart if the make is doubled, he is not likely to declare no-trump unless he is prepared to meet such an opening, nor will the leader's partner go over unless the Heart lead would be favorable to his hand. The lead of the shortest suit or the weakest will be found to be the more practicable and profitable of the two.

When a *redouble* of a trump declaration has rested with the dealer's side, it is well to lead as though there had been no going over. The conditions are probably relatively the same as in the case of an ordinary make, and it will generally appear that the greater part of the strength in the pack is divided between the dealer and the fourth player, with the preponderance in favor of the former. If

it should prove that the leader's partner is the stronger, nothing will be lost, as a rule, by the leader getting winners out of the way. As a matter of fact, however, the latter will seldom have a high card lead in his hand under such circumstances.

TACTICAL HINTS.

For the most part the play at Bridge is similar to that of Whist, and it is proposed in this section to take note only of such points of strategy as are especially effective in the former game.

The play, like the declaration, is largely governed by the score, which should be kept prominently in mind throughout the deal. Before he plays a card the dealer should form a plan for making the necessary number of tricks, and his subsequent action will frequently be influenced by the same consideration. For instance, if he needs five tricks for game, and that number can only be secured

by making a risky finesse, he will take the chance, provided the contingent loss is not too great.

The Opening Lead

admits of occasional departures from the rules as laid down in the preceding paragraphs. These must be left largely to the judgment of the player, founded upon experience.

When the declaration has been passed, a Heart lead is most likely to find the dealer's weakest spot, and a supporting card of that suit is often very effective under such circumstances.

Unless he has a definite game to play from his own hand, the leader will generally do well to play out a commanding card and secure a sight of Dummy's hand before continuing.

The hand may sometimes be properly broached with a trump, especially when Dummy has had the declaration. When the leader's partner has gone over a trump it will

frequently be well to play a commanding card, although irregularly, in order to retain the lead until after Dummy's cards are exposed. This is particularly the case when the double has been over Dummy's make.

When the hand contains no good suit, and when it consists mainly of tenaces, a short-suit opening will often be advisable, if it be of a card which will not lead the partner to unblock unnecessarily.

The writer is inclined to the belief that in trump deals the lead of queen from queen, jack and three or more, *not including* the 10, will prove to be a trick winner. Not having had sufficient opportunity, however, to submit it to a conclusive test, he will confine his recommendation to the advice that the player give the lead a careful trial and note results. In theory it appears to be sound. The defensive side in a trump deal cannot ordinarily count on making anything in their long suits after the second round, on account of the ex-

traordinary opposing strength. In the case of the combination in question, the best chance of making one of the court cards lies in early forcing the command. If both ace and king are adverse, the lead may result in the loss of a trick, but will not often do so even in such circumstances, and will less often result in establishment by the dealer's side, for it is highly improbable that another five-card holding will be out. When the leader's partner has ace or king the lead will be advantageous, and especially so when the king lies to the left of the leader. The lead might be dangerous from four cards, but with suits of five or more it would be more likely to establish the suit with the leader than with the dealer's side.

Secondary leads must be governed by the development. The leader should be watchful for any signs of weakness or embarrassment on the part of the dealer. If he shows a reluctance to lead trumps he has probably made on a light hand, or is endeavoring to ruff.

He should generally be forced, and sometimes it will be advisable to lead a trump.

After Dummy's hand has been laid down the best lead will often be through his strength, if not too great. It is useless to go through sequences, and very bad play to lead through fourchettes. Supporting cards put through single honor short suits are most effective.

Finessing

should be left by the third hand almost exclusively to his partner in suits of which the latter is long. Beginners at Bridge are very apt to follow the habit of Whist in making the major tenace finesse and similar finesses. If the king is with Dummy, of course there is no finesse. Otherwise the ace must always be played. If the dealer has the king, this affords the only chance of catching it.

Occasionally the third hand will have to finesse against his partner. Suppose three tricks in a certain suit be necessary to game.

Third hand holds best, fourth best, etc., and Dummy has the third best doubly guarded. If the latter does not play high, third hand must finesse with the fourth best, for unless his partner has the second best the three tricks cannot be secured. A good player in such a situation would lead the second best—make the Deschapelles coup, in fact—and render it easy for his partner.

When a supporting card is led, the third hand can tell exactly what high cards are against him and where they lie. He must use his judgment as to covering the card led, and may finesse much more freely in a no-trumper than otherwise.

There is little occasion for Underplay at Bridge, but the Hold-up, which is commonly though erroneously classified as a finesse, is of frequent occurrence. Most often it is effected in this or a similar manner: The dealer has in his own or Dummy's hand a long suit established save for the master card, which is

with one of the opponents. If the long suit hand contains no re-entry, the commanding card may be held up until the other hand has no more of the suit left with which to put his partner in.

Returning the Lead.

The leader's suit should generally be returned to him at once. In a trump deal, if the lead has been a low card the suit cannot be more than moderately strong, and the third hand may substitute a much stronger one of his own for it, or he may lead up to a weak holding in Dummy's hand. If Dummy holds a singleton, the third hand, having the ace of the suit, should take a round at once to prevent the card being discarded ; and for the same reason, if Dummy is short in two suits, the opponents should make their winners in those suits at the earliest opportunity.

If Dummy has a long suit and but one re-entry, it will often be well to lead the suit containing the latter, if it be an ace.

There are various situations which demand a departure from the rule to return partner's suit, but they will be best understood from practice.

In a no-trumper the leader's suit should be returned almost without exception. Of course if his partner holds an established suit, which is highly improbable, he should play it out, but in no case should he switch from the leader's suit to a low card lead, for he may thereby draw the only re-entry the leader has to depend upon.

Forcing

the strong hand cannot be resorted to in Bridge play anything like as effectively as at Whist, because, the dealer's average holding being so much greater, he can generally accept the force without detriment to his hand. At advanced stages of the deal the force is more apt to be injurious, and is often a very effective way of placing the lead.

The defensive players should generally take

any opportunity to force each other, though if a player is very short in trumps, and Dummy shows similar weakness, the partner should not be forced until he has intimated his willingness to ruff.

The Discard

is controlled by the same principle which governs it at Whist. In a trump deal the balance of strength is presumably against the leader and his partner, and they should ordinarily throw away from long suits. If, however, the trump has been doubled, the defensive player should act as he would at Whist when his partner developed unexpected strength in trumps after the adversaries had broached the suit; that is, he would play for his long suit, but be careful not to unguard stoppers in the short ones. The first discard should, however, be from the long suit, for the information of the strong partner. It will seldom happen, even when he is able to exhaust trumps, that a loss will

result, for he should generally have a suit to bring in of his own.

When playing against no-trump the discard should be from the weakest suit, provided an honor is not unguarded or a possible trick hazarded.

A singleton should seldom be discarded. It may be needed later for a lead, and when the discarder fails to follow to the first round of the suit the dealer is enabled to place every card of it. In many other respects the regular discard may be too informative to be followed with wisdom, in which case the next best alternative must be resorted to.

Before making his first discard, a player should endeavor to calculate the number he will be called upon to make.

Discarding is one of the most difficult features of Bridge play, especially when the dealer is going down the line with an established suit and six or seven discards are necessary. Close trimming is dangerous.

With a stopper in each of two unopened suits a player will often discard from both until neither is of any use. If the suits will not afford the number of discards required without unguarding one of the stoppers, the proper course is to decide upon one suit to retain and throw the other away entirely. The partners should endeavor to split suits in this operation, each retaining protection in that discarded by the other.

False Carding

should be avoided by the leader and his partner, except in situations where it is practically impossible that harm to themselves can result. The dealer not having a partner capable of being deceived will, of course, play his cards irregularly on principle, and his opponents cannot rely upon any but absolutely unequivocal inferences from his play.

Unblocking Play

is of the utmost importance to the leader's side. Each of the players should be pre-

pared to unblock from any number of cards, when necessary. Their chances of re-entry are considerably less than they would be at the ordinary game; and especially is this the case in a no-trumper.

The illustrative deals in the Appendix will afford further information regarding the tactics of the game.

A Rubber at Bridge

A RUBBER AT BRIDGE.

THE following pages are designed to aid those who are in the early stages of Bridge play. It is believed that the most interesting and effective manner of illustrating the philosophy of the declaration and the strategy of the game is through the medium of a complete rubber. In this presentation the various features of actual play have been as nearly approached as might be, but the student is strongly advised to reproduce the diagrams with a pack of cards. The deals, which are not "made up," but have been fitted together to form a rubber suitable for practice, were selected with a view to restricting the illustrations to the ordinary tactics of the game, and such as might be easily comprehended by beginners.

The most convenient and profitable method

of playing the rubber by four players is to sort the hands of each of the nine deals and place them in Duplicate trays of consecutive numbers, so that the makes will occur in regular rotation. The deal may first be played without reference to the book, but should be afterwards closely compared with it, and the same result arrived at, with a clear comprehension of the *raison de faire*, before proceeding.

One rubber cannot, of course, embrace all the various phases of tactics, but there is no doubt but that a study of the hands given will lead, through example and suggestion, to a more extensive comprehension of the peculiar features of the game than would be likely to result from the play of an equal number of deals at the table.

In the diagrams of tricks, North is assumed to be at the top. The solid character indicates the lead and the winning card is underscored.

FIRST GAME.

DEAL NO. 1.—SCORE 0–0.

The Hands.

S.	W.	N.	E.
Dealer.	Leader.	Dummy.	Pone.
♥ K,10,6,3.	Q,8,5.	9,7,2.	A,J,4.
♦ Q,2.	7,3.	**K,J,9,6,5.**	A,10,8,4.
♣ A,K.	J,8,5,3.	10,4.	Q,9,7,6,2.
♠ A,J,9,6,3.	K,10,7,2.	Q,5,4.	8.

The Declaration.

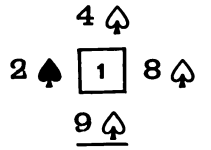
South makes no-trump.

NOTE.—The make is justified by the length in Spades and Hearts, notwithstanding the weakness in Diamonds. The Queen of the latter suit is worth more in the concealed hand than it would be with Dummy. The holding may be conservatively valued at five tricks, and is not a passing hand under any conditions.

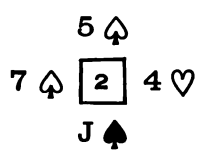
The Play.

Trick 1.—Ordinarily, with such a holding as his, South would put up the Queen from

Dummy's hand, but the card may be needed for re-entry.



Trick 2.—Many players would go after the Diamonds at once. The dealer, however, decides to try and establish the Spades, which are within one card of that condition and make Dummy's Queen good for entry at the

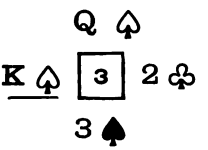


same time. West frustrates the design by holding up. East must keep his Diamonds intact to stop Dummy's suit, and he is loath to break his Clubs, since West evidently has no strong suit.

If the dealer proceeds with the Diamonds

at trick 2 the result is the same. The suit has to be abandoned after the King and Jack have made, and the Spades resorted to. In that suit the dealer makes three tricks, and the last four fall to East.

Trick 3.—If the dealer quits the Spades, West, on getting in, will lead King and the dealer could then take the trick only at the expense of leaving the command adverse. He

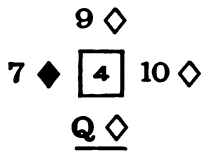


does well in establishing the two Spade tricks in his hand before the deal develops further, so that he may be free to attend to the Diamonds.

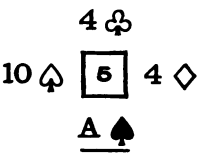
East's discard is questionable. He should have adhered fully to his intention to play for the Clubs and have thrown the Heart Jack.

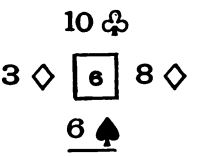
Trick 4.—West rightly leads to the suit indicated by his partner, which, in view of

Dummy's holding, would probably have been the lead in the absence of information. The dealer is now assured of the odd, and there is a probable trick in Hearts additional. The



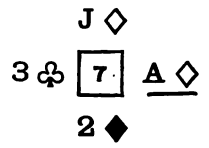
Diamonds are a hopeless proposition. Another round would establish them, but Dummy could not be put in. The best chance of a trick in the suit lies in leaving it alone.



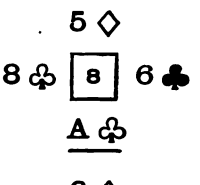


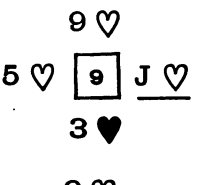
Tricks 5 and 6.—The dealer plays off his winning Spades, hoping that the discards may improve the situation for him. East may safely discard all but the Ace of Diamonds.

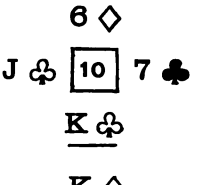
Trick 7.—The dealer throws the lead with his losing Diamond rather than open the

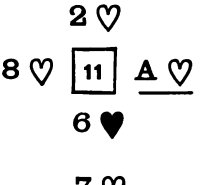


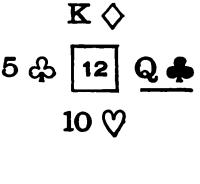
Hearts. As it happens, there can be no variation in the result from this point, however he may play.

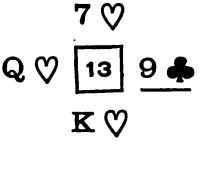












North and South score the odd (12); honors easy.

FIRST GAME.

Deal No. 2.—Score 0–12.

The Hands.

W. Dealer.	N. Leader.	E. Dummy.	S. Pone.
♥ K,Q,9,4,3.	10,8,2.	**A.**	J,7,6,5.
♦ A,8,7.	Q,9,3.	**J,10,5.**	K,6,4,2.
♣ Q,J.	K,7,2.	**A,10,8,6,5,4.**	9,3.
♠ 9,5,2.	A,Q,8,6.	**10,7,3.**	K,J,4.

The Declaration.

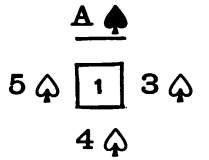
West makes Hearts.

Note.—The dealer's hand just comes up to the standard of a Heart make. The fact that West holds but five cards of the honor grade (exactly the average) and three short suits increases the chance of his partner having a no-trump hand. Many players would have passed, and West would doubtless have done so had the score been more adverse.

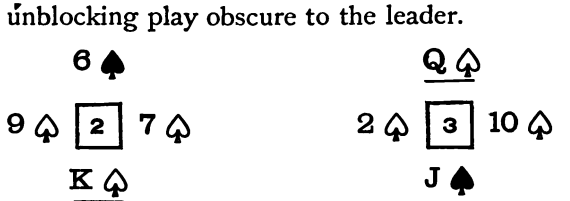
However, the make is not to be considered faulty.

The Play.

Trick 1.—North's lead is correct, *in a trump* deal, from the combination he holds.

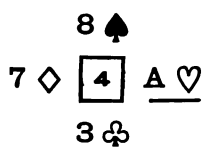


The dealer generally holds up his lowest card, in order to render the pone's echoing or unblocking play obscure to the leader.

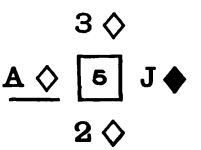


Trick 4.—Since there are but nine tricks to fall, it is useless to think about establishing the Clubs. Two tricks in that suit may be played for, the Ace of Diamonds will fall on another, and the dealer will play trumps to

five. In other words, he decides to play the trumps as his long suit and pick up what he may on the side. By ruffing the current trick with the Ace he makes that card separately, which can hardly lose anything and is likely to result in gain. Beginners, before they



have learnt to look ahead, are apt to play as though there were fourteen tricks in the deal. Such a one might have tried to establish a Diamond re-entry with Dummy, overlooking the fact that if the Clubs were established, and the exposed hand put in, the dealer would be obliged to trump the long cards.

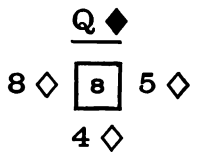


Trick 5.—There can be but one trick in the Diamond suit when South fails to cover the Jack, so the dealer goes up.

Trick 6.—At this point the dealer plans his play on the presumption that the adverse trumps are divided four and three, which is by far the most probable distribution. He insures two rounds, after which Diamonds will be led by whichever adversary is in. The dealer will ruff, extract two more trumps

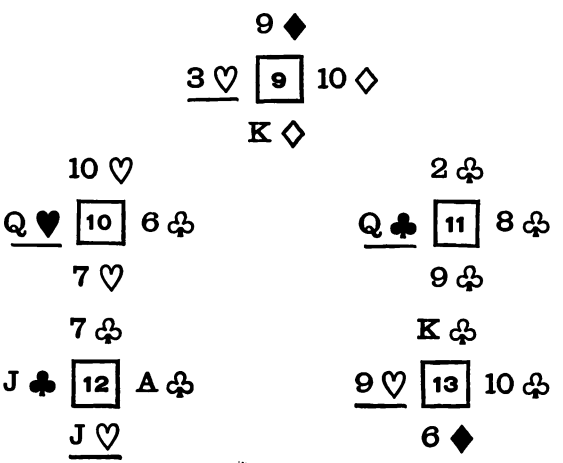
with the Queen and force the twelfth with a Club, making his thirteenth good. If he finds five trumps in one hand, his course will, nevertheless, probably be the best he could follow. If he goes on with Clubs at this stage he may force the weak trump holding and lose a trick.

Trick 8.—North is by no means sure that the dealer has not the Diamond king, but he



must play as though he could mark it with his partner.

Trick 9 *et sequitur.*—It falls out as the dealer had anticipated.



East and West score the odd (8), and simple honors (16).

FIRST GAME.

DEAL NO. 3.—SCORE 12–8.

The Hands.

N. Dealer.	E. Leader.	S. Dummy.	W. Pone.
♥ 10,8,6,5.	9,3.	**K,J,4,2.**	A,Q,7.
♦ 10,3.	K,6,2.	**A,J,8.**	Q,9,7,5,4.
♣ 8,3,2.	A,K,10,9.	**Q,J,6.**	7,5,4.
♠ 10,5,4,2.	A,J,6,3.	**K,Q,8.**	9,7.

The Declaration.

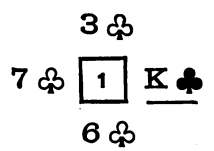
North passed, and Dummy declared no-trump.

NOTE.—North's passing the make was very bad play. With such a hand as his, the dealer should declare Spades for safety, and particularly so when he is ahead on the score. Under such circumstances the dealer's partner may be expected to hold a better than average hand, his share of the face cards

being five or six. He will probably make an expensive nomination, with the result of a heavy loss on account of the dealer's weakness. In this case North is favored beyond his deserts, the conditions being far in excess of the probabilities in his favor. South holds half the face cards in the pack, and North has three of the tens.

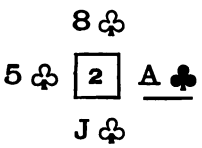
The Play.

Trick 1.—Ordinarily, *in a no-trumper*, a suit of fewer than seven, headed by ace-king, would be opened low, but when it embraces jack or 10–9 it may be broached with the



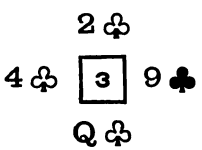
king, there being no danger of entirely losing control. West begins to play his short suit down and out, to enable his partner to count the cards outlying.

Trick 2.—East continues, as he will remain with second best guarded; and after the fall, seeing that the suit is evenly distributed (the



dealer's false cards aiding him in reading West with three), decides to take another round and remain with the long card.

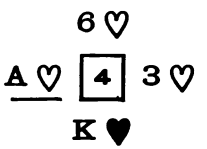
Trick 3.—In order to score, the dealer must take six more tricks. The best chance for



them appears to lie in the Hearts, of which the joint hands hold eight.

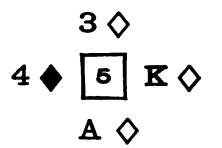
Trick 4.—Since Dummy's tenace is exposed, and the dealer cannot get in to lead from his own hand, there is no use in thinking

of finesses, and he had best force the master cards as soon as possible, and before Dummy's re-entries are impaired.



East does not play his short suit down on the dealer's lead.

Trick 5.—West has little hope of bringing in the Diamonds, but the lead of the suit



(which has the advantage of extracting one of Dummy's re-entries) appears to be the best from his hand.

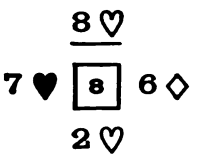
Trick 7.—It is clear that the dealer has established two winning Hearts in his hand, and

since he has shown no strength as yet, West is prepared to see him disclose the command of Spades; therefore he makes his Diamond Queen whilst he may, believing that the card he thus makes good in Dummy's hand will be a trick to spare in any case. In other words, West takes it for granted that the dealer can account for the remaining tricks.

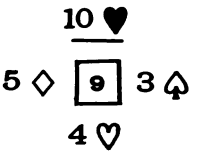
North's pass of the make justifies the conclusion that he held something better than the Heart 10, and if so it must be in Spades; but, on the other hand, East would hardly have played his Clubs in the way he did unless he had been confident of harvesting the long card, and such confidence could only have been based on holding the Spade Ace.

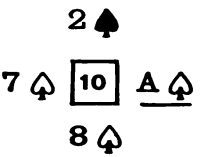
Trick 8.—Consistent with the excusable

conclusion West had arrived at, he throws the lead to the dealer, knowing that the Hearts and Diamond must make, and believing that

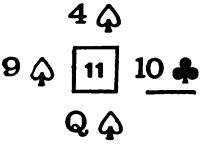


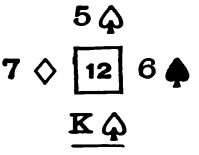
if East has the Spade Jack, the chance of his getting away with it would be reduced by making him third player in that suit.

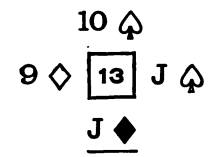




Trick 10 *et sequitur*.—East gets two tricks —no more nor less—whether he puts up Ace or Jack.







East and West score the odd (12) and three aces (30).

FIRST GAME.

Deal No. 4.—Score 20–12.

The Hands.

E. Dealer.	S. Leader.	W. Dummy.	N. Pone.
♥ A,9.	10,8,6,3.	K,J,5,2.	Q,7,4.
♦ Q,8,7,4.	10,6,5.	K,9,3,2.	A,J.
♣ A,10,9,5.	J,4,3.	K,8,6.	Q,7,2.
♠ Q,6,3.	K,7,2.	A,5.	J,10,9,8,4.

The Declaration.

East passed, and his partner made no-trump.

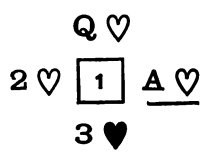
Note.—Many players would go no-trump on the dealer's hand, but the pass is the correct play, especially with a comfortable lead

in the score. With the adversaries at 24 or over, the make would be no-trump.

Dummy's hand is an ideal no-trumper on a passed make. He has an almost certain trick in each suit, and his chief strength lies in the red. The hand contains but one ace, it is true, but the game is his main consideration.

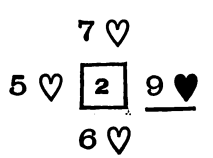
The Play.

Trick 1.—South opens his only four-card



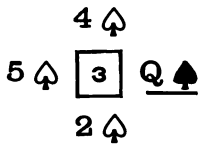
suit, which has the advantage of being Hearts, in which the dealer is most likely to be weak.

Trick 2.—The fall to the first trick decides the dealer to prosecute the Hearts which are



established, since the 10 must lie to his left, for, King and Jack being exposed, North would have played 10, holding it.

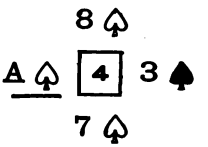
Trick 3.—The dealer takes the finesse in Spades with the design of entering Dummy in that suit to make the Hearts.



Ordinarily it is not advisable to cover in this situation; but considering the critical state of the game, and the fact that he had no need of the card for re-entry, we think that South should have gone in with the King on the chance of establishing winning Spades with his partner.

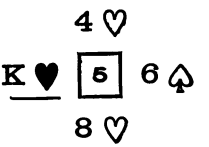
Trick 4.—Of course the dealer would not have led the Spade Jack had he held it; but here, again, we think that South might have taken a chance on unblocking. Unless North

holds established Spades and the Ace of Clubs or Diamonds the game is lost, and a



few additional points would be of no consequence.

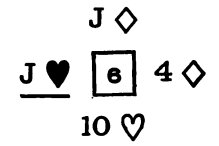
Trick 5.—When the dealer discards the Spade, South sees the point, but there is no



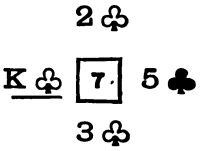
possible chance of his getting rid of the King now.

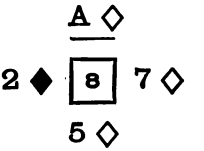
Trick 6.—North's discard is a great mistake. It is unnecessarily informative. He should know that the Spades are useless, and he may throw them all without danger of loss.

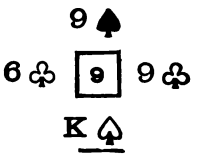
The remainder of the deal is practically double-dummy for the dealer, thanks to North's discard. He can make a Club and

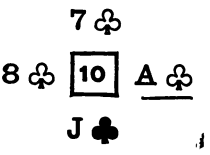


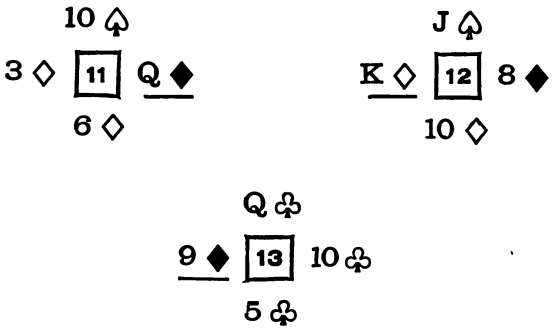
draw the Diamond Ace, after which South will get in with the Spade King, when he must continue with a Club, allowing the dealer to take the rest of the tricks.











East and West score five by cards (60) and three aces (30).

SECOND GAME.

DEAL NO. 1.—SCORE 0–0.

(Game in favor of E. and W.)

The Hands.

S. Dealer.	W. Leader.	N. Dummy.	E. Pone.
♥ A,10,8,6.	Q,J,9,3.	K,7,5,4,2.	None.
♦ A,J,10,8,6.	7,4,3,2.	None.	K,Q,9,5.
♣ None.	9.	A,10,8,7,6,	K,Q,J,4,3.
♠ 8,5,4,2.	10,9,6,3.	A. [5,2.	K,Q,J, 7.

The Declaration.

South passed; North made Clubs; East doubled, and North redoubled.

NOTE.—South displays good judgment in leaving the declaration to his partner. The only reasonable alternative is a Diamond, but the hand is somewhat too light for such a make. At love-all the dealer should not declare Diamonds unless he has a fair prospect of making three by cards. It takes five tricks in the suit to go game, and the partner has two chances of a better declaration.

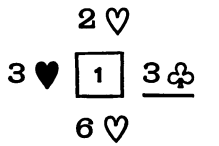
North's nomination is undoubtedly correct. As a no-trumper, the success of the hand would depend upon the establishment of the Clubs in two rounds at the utmost, and that declaration would be decidedly risky with an entire suit missing. Against the Heart make may be advanced the probability of an early force and of an adverse honor count, as well as the fact that the Spade Ace is solus.

East is not justified in going over at this

state of the score. He should be satisfied with the fact that he can certainly prevent the dealer making a heavy score, and has a good prospect of getting a start of 8 on his deal. North sees a promise of going out on a redouble and equalizing the score, and he takes a warrantable chance.

The Play.

Trick 1.—The doubling having rested with the maker, West opens as though it had not

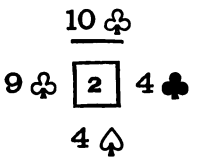


occurred; otherwise he would have led his trump through the dictating hand.

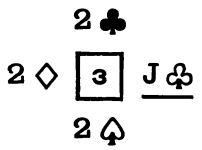
East had calculated upon a trump opening, not having anticipated being redoubled.

Trick 2.—West has indicated strength in Hearts, and East has the other suits well protected; therefore he cannot do better than

lead a trump. If the 9 is with West, it is improbable that it can make.

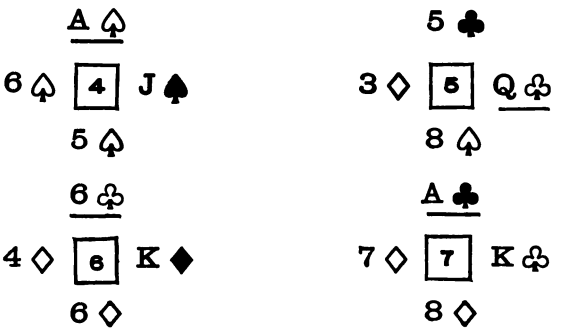


Trick 3.—Being able to place the Hearts, the dealer can plan his game with comparative exactness. He has to get rid of three adverse trumps, which are almost surely together, and one of which he can take, so that



he may count on four additional trump tricks, the aces of Spades and Diamonds, and two tricks in Hearts; one of his cards of that suit may be discarded on the Diamond Ace, but the fourth must fall to West.

Nothing the adversaries may do can affect this result.

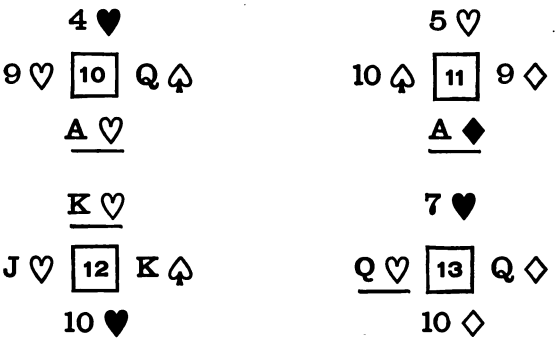


Trick 6.—East is in a helpless situation. It matters not what he leads.

Tricks 8 and 9.—The dealer leads his trumps out on the off chance of the Diamond

Queen being unguarded in the process of discarding. (Many tricks are picked up,

through the carelessness of adversaries, by players who make the most of every chance—no matter how slim.)



North and South score three by cards (48) and the game; East and West score simple honors (8), and South counts Chicane (8).

RUBBER GAME.

DEAL NO. 1.—SCORE 0–0.

(Games-all.)

The Hands.

W. Dealer.	N. Leader.	E. Dummy.	S. Pone.
♥ J,8,4.	K,10,3.	5,2.	A,Q,9,7,6.
♦ A,Q,8,6.	5,4,2.	J,9,3.	K,10,7.
♣ A,8,4.	K,10.	J,9,7,2.	Q,6,5,3.
♠ K,7,6.	Q,J,10,3,2.	A,9,8,4.	5.

The Declaration.

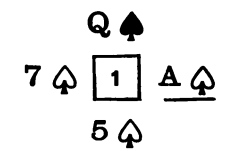
West passed, and East made Spades. North doubled.

NOTE.—The entire declaration is sound. West's hand is too light for a no-trumper at the score, but it is admirably adapted to fit in with any trump the dealer's partner may nominate. The latter has a two-trick hand, and Spades is the only reasonable declaration. North's holding in that suit justifies the surmise that the make is protective. He has at

least four tricks in his hand, affording an excellent prospect of the odd or better.

The Play.

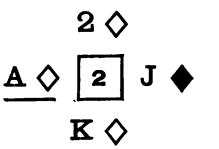
Trick 1.—North has no desirable lead in the plain suits, and his trumps are such that they may be broached as advantageously as led up to. With two indifferent cards—one in each hand—the dealer should put up the



higher from Dummy if it is not needed there. The play has the advantage of leaving the leader in doubt as to the whereabouts of the lower. In this case the dealer desires to put Dummy in, to start the Diamonds with a finessable card.

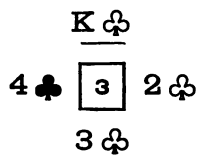
Trick 2.—With the king-10 combination South covers, forcing up the Ace and remaining with the second best guarded. As

a rule, when a single honor is led through it should be held up as long as possible, unless the promotion of second-hand cards makes the cover advantageous. When second hand holds a fourchette, that is the card next above and that next below a 9 or higher card led, he should cover; and also when an imperfect fourchette is held; that is the card next above and that next but one below the card led,



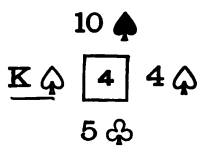
as in the case under consideration. The effect of the play is to promote the lower card of the combination in case third hand takes the trick. The condition may not exist in the first round, and develop on the second. For instance, East leads queen; South, holding king, 9, 4, 2, passes; but when East continues with jack, South's cards having become *en fourchette*, he covers.

Trick 3.—There is no suit which the dealer can make. He must depend upon position and tenace to pick up a trick here and there.



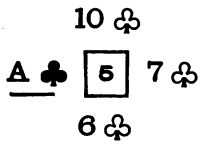
He stops the Diamonds for the time being, hoping to come through South again, and throws the lead with a Club.

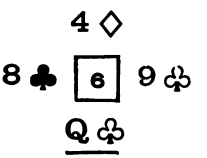
Trick 4.—It is clear that the dealer is in trouble, and North continues the trumps.



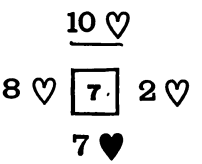
Trick 5.—The Club Queen is marked with South, and since that player has discarded from the suit, he doubtless remains with two. The dealer plays to clear the Clubs and put

South in, knowing that he will open Hearts, and must eventually enter Dummy.

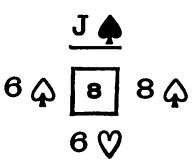


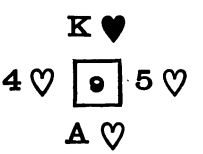


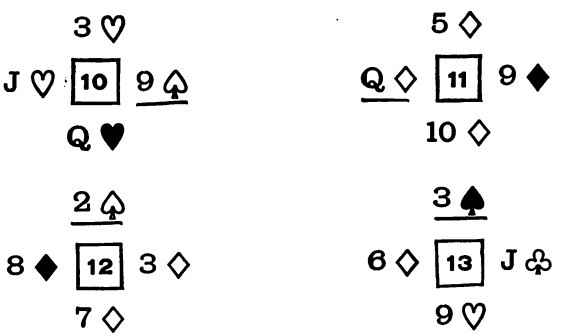
Trick 7.—The balance of trump strength being with his partner, South opens his Hearts with the fourth-best.



The dealer can do no good by going in with the Jack.







North and South score the odd (4) and simple honors (4).

NOTE.—Had West made no-trump, the adversaries would have scored the odd (12), and three aces (30).

RUBBER GAME.

DEAL NO. 2.—SCORE 4–0.

(Games-all.)

The Hands.

N. Dealer.	E. Leader.	S. Dummy.	W. Pone.
♥ K,Q,8,7,4.	None.	**A,10,6,3.**	J,9,5,2.
♦ Q,8.	A,5,4,2.	**J,9,6,3.**	K,10,7.
♣ 9,8,2.	K,J,7,4.	**A,5.**	Q,10,6,3.
♠ J,8,2.	K,Q,10,9,4.	**A,5,3.**	7,6.

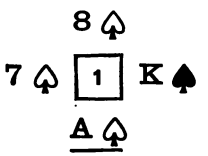
The Declaration.

North passed, and South made no-trump.

NOTE.—No exception can be taken to the declaration. North's is a passing hand at almost any score, and South's is an excellent no-trumper, with protection chiefly in the red suits.

The Play.

Trick 1.—Ordinarily a suit of king-queen, fewer than seven, is opened low in a no-

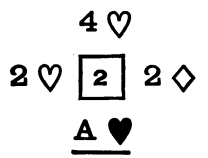


trumper, but when the suit embraces 10, it is broached with the high card.

West begins to play down to his partner's lead.

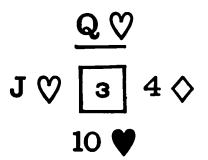
With five tricks in Hearts the dealer can see the odd. No other suit is establishable. There is a possible trick in Diamonds, and a very doubtful one in Spades.

Trick 2.—The dealer realizes that the Hearts are not such a simple proposition as he had anticipated. The Jack and 9 being

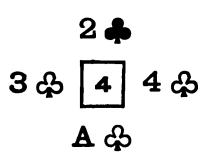


guarded with West, if the latter plays correctly the dealer must come through twice.

Trick 3.—With the perfect fourchette, West properly covers. If he fails to do so,

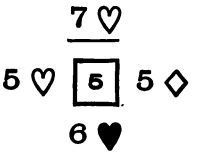


the 10 is allowed to hold the trick, and the Jack and 9 are easily picked up.



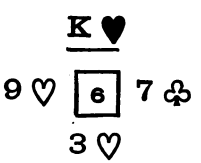
Trick 4.—The dealer puts Dummy in to come through the Hearts again.

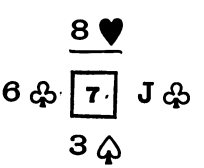
Trick 5.—East blanks his Ace without hesitation, as he must stand by the Spades.



He counts on three discards, when he will get in.

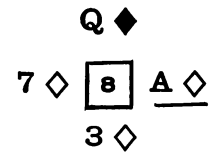
Trick 7.—East's discard shows the Club



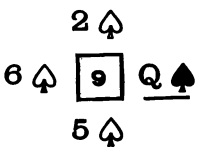


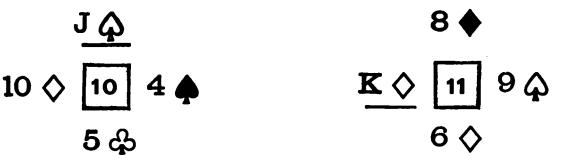
King bare, and West's indicates strength in Diamonds.

Trick 8.—It is now clear that East cannot get the Spades led through the dealer. He must lead up to the Jack. If he falls into the

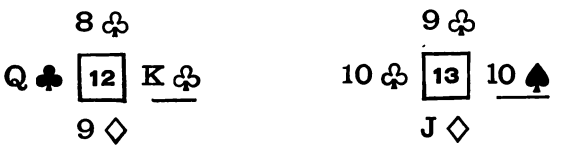


error of making his Club King before continuing the Spades, he shuts out that suit.





Trick 10.—The adversaries must make the rest, despite anything the dealer may do.



North and South score two by cards (24) and three aces (30).

NOTE.—Had West declared no-trumps on the preceding deal, North and South would have scored the rubber in this one.

RUBBER GAME.

DEAL NO. 3.—SCORE 0–28.
(Games-all.)

The Hands.

E. Dealer.	S. Leader.	W. Dummy.	N. Pone.
♥ K,J,9,8,6.	7,4.	Q,10,5.	A,3,2.
♦ Q.	A,J,10,9,	4,3.	K,8,7.
♣ Q,9,8,7,2.	K.[6,5,2.	J,10,6,4,3.	A,5.
♠ 8,5.	9,7,3.	K,6,4.	A,Q,J,10,2.

The Declaration.

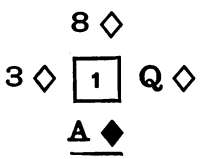
East declares Hearts.

NOTE.—The state of the score demands an expensive make. East's is an exceptionally good hand for a trump declaration. It contains a five-card suit, which may be played

for if Dummy can extend support; if not, there are two short suits to expedite ruffing. At a score of love-all, this hand might be passed.

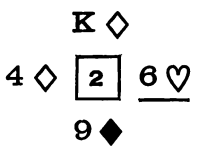
The Play.

Trick 1.—The fall of the Queen is not to be accepted as evidence that the dealer has not the King.



North begins to show number by playing his second best.

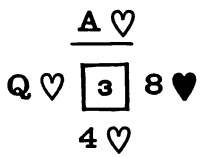
Trick 2.—South continues with the lowest



of his sequence for the sake of informing his partner, and to force the King, if adverse.

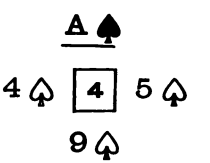
North covers to unblock.

Trick 3.—The dealer must make his game in the Clubs. He leads trumps for the pro-



tection of that suit, and luckily throws the lead into the hand containing the Spade tenace.

Trick 4.—North has no choice but to broach the Spades. The dealer's hands can



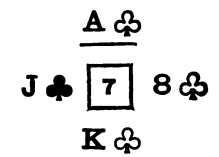
both ruff Diamonds, and the Club is a palpably unfavorable continuation.

South begins to play his short holding of his partner's suit down.

Trick 6.—The dealer leaves the lead with Dummy. When there is no finesse in a suit, and, so far as the cards go, it is immaterial

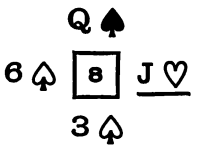
from which hand it is led, it should be opened from Dummy, so that second hand may have no idea of what is behind him.

Trick 7.—Ordinarily, North's cover would be correct, for he has a good continuation.



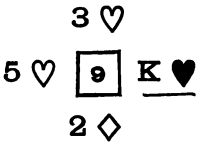
A little reflection should, however, have awakened him to the danger of the play. South can have but two Clubs at the most.

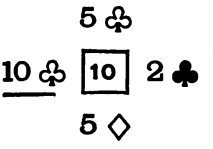
Trick 8.—North's force is ineffective, but it really matters not how he plays. His partner

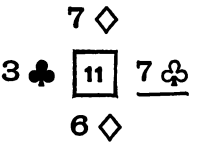


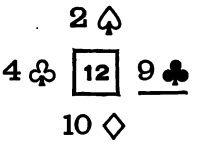
cannot have another trump, and there is no better continuation than the Spade.

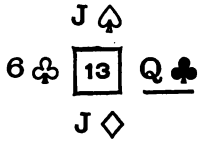
East and West must take the remainder.











East and West score three by cards (24), and four by honors (32).

RUBBER GAME.

DEAL NO. 4.—SCORE 28–24.

(Games-all.)

The Hands.

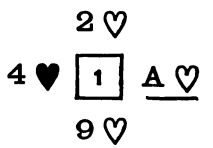
S. Dealer.	W. Leader.	N. Dummy.	E. Pone.
♥ 9.	K,J,7,4.	**Q,10,5,2.**	A,8,6,3.
♦ K,J,9,5.	Q,4,3,2.	**A,7.**	10,8,6.
♣ A,Q,10.	8,7.	**K,J,9,6,4.**	5,3,2.
♠ A,K,9,8,4.	10,6,3.	**J,2.**	Q,7,5.

The Declaration.

South passed, and North declared Clubs.

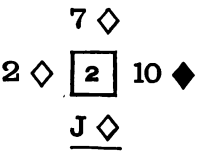
NOTE.—South's pass is judicious. The state of the score demands caution. Had it been reversed, no-trump would have been the correct make. A slight mistake at this juncture would give the adversaries not only the game, but the rubber. North takes no chances, and correctly plays to the score.

Trick 1.—East can count twelve Hearts if his partner may be relied upon to have led from four. The dealer can have no more,



and a continuation of the suit would force the weak trump hand.

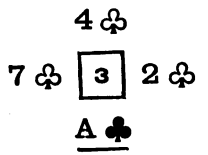
Trick 2.—East considers the supporting 10 the best lead from his hand, but it is a question whether a low Spade up to the Jack would not have been better.



The dealer covers with the Jack in the hope of inducing West, who must have the Queen, to put that card on the trick, and clear

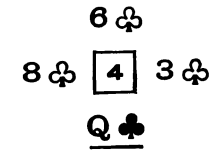
the suit. As, however, the 10 must be from a weak suit, West properly holds off.

Trick 3.—The dealer proceeds to extract the trumps for the protection of the Spades

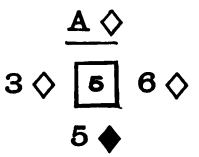


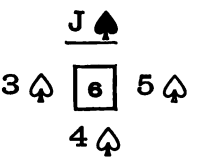
and Diamonds. Did those suits not offer such excellent possibilities, he would play for the cross-ruff in Hearts and Spades.

Trick 4.—The dealer decides to defer pulling the last trump until the Spades have been

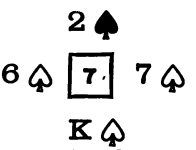


developed. The Club 10 may be needed for re-entry.

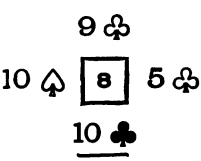


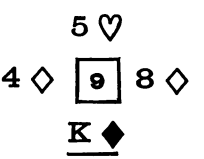


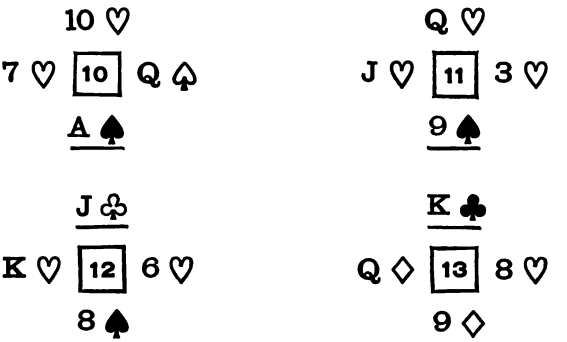
Trick 5.—The dealer puts Dummy in to afford him the Jack finesse in Spades from his own hand.



Trick 7.—Now the dealer can place the cards sufficiently closely to be assured of the remaining tricks, for had East held the fourchette over Jack he would have covered.







North and South score six by cards (24), Little Slam (20), the game and rubber (100), and five by honors (20).

The Score.

North and South.		East and West.	
Trick.	Honor.	Trick.	Honor.
12		8 12 60	16 30 30
48	8		8
4 24 24	4 30 20 20	24	32
112 82 100	82	104 116	116
294 220		220	
74			

The Laws

THE LAWS OF BRIDGE WHIST*

Law 1. Forming the Tables.

SECTION 1. The players first in the room have the precedence in the matter of sitting in. Six players complete a table. If more than four desire to engage in the first rubber, the matter is decided by cutting or drawing cards from the outspread pack; the players who cut or draw the four lowest cards sit in to the first game. The remaining player or players shall enter at the close of the rubber. Any player may secure the privilege of filling a prospective vacancy in a complete table by "announcing" his intention of doing so. The order of such announcements shall dceide the priority of right.

* NOTE 1.—The Notes referred to in the laws will be found at the end of the book.

SEC. 2. Partners shall be determined by cutting; those turning the two lowest cards playing with those turning the two highest. The lowest card entitles the player who cut it to the deal and the choice of cards and seats, which must be retained until the end of the rubber.

SEC. 3. When two players cut ties, unless they are the two highest or lowest, they must cut again to decide the partnerships; if their cards are the two lowest they must re-cut for the deal. If three players cut cards of equal value they must cut afresh; if the fourth player's card is the lowest on the first cut he is the dealer, and his partner shall be the player who cuts lowest on the re-cut; if his card was the highest on the original cut his partner shall be the player who cuts highest in the second essay, and the lowest of the remaining cards determines the deal.

SEC. 4. All the players must cut from the same pack.

SEC. 5. A player who exposes more than one card must cut afresh.

SEC. 6. In cutting, the cards maintain their usual value, except that the ace is lowest.

SEC. 7. When the table is composed of five or six players, the four who have completed a rubber shall allow the player or players who have been sitting out to enter. Any player or players having played a greater number of rubbers than the others shall retire before them; if the players thus subject to retirement are in excess of the entrants, the withdrawal shall be decided between the former by cutting. When the four players have sat in for an equal number of rubbers they shall cut to decide who shall retire. (In all competitive cutting the adverse decision attaches to the highest card or cards.)

SEC. 8. The intention to enter a table must be declared before the cards have been cut for any purpose.

SEC. 9. In the formation of fresh tables priority of entry shall be enjoyed by those who have not formed part of any other table.

SEC. 10. A player leaving one table for the purpose of playing at another forfeits his rights at the first, except that a player who is awaiting entrance at one table may leave it in order to make a necessary fourth hand at another, and retain the privilege of re-entering the former by expressing his intention of returning as soon as possible.

SEC. 11. If a player breaks up a table, every other player then in the room takes precedence of him, in the matter of rights, at any other table.

SEC. 12. With the consent of the other players, an outsider may play any portion of a rubber in the place of one of those who commenced it, without affecting the status or rights of the substitute or the temporarily retiring player.

Law 2. Cards.

SECTION 1 (*Note* 2). The game shall be played with two packs of cards, one pack being used by each pair of players.

SEC. 2. If a pack is imperfect, any player may demand a new pack at the expense of the table.

SEC. 3 (*Note* 3). Prior to the cards being cut for a deal, any player may call for fresh ones at his own expense, but he must provide two packs, of which the adversaries shall have their choice.

Law 3. Shuffling.

SECTION 1. The right to shuffle rests with each player, but the dealer is entitled to the final shuffle.

SEC. 2. The pack must be shuffled in full sight of all the players and so that the face of no card is exposed during the process.

SEC. 3. The pack must not be shuffled during the play of a hand.

SEC. 4. The pack may not be shuffled by dealing it into packets.

SEC. 5. Upon the completion of a deal, the next dealer's partner must gather together the cards last used, shuffle them, and place them in a compact form, and face downwards, to the left of his right-hand adversary.

Law 4. Dealing.

SECTION 1. The dealer must hand the cards to the player on his right, who will cut them, making two packets of not less than four cards each. The dealer shall then place the original lower packet upon the other and proceed to deal.

If, in cutting, there is any confusion or exposure of the cards, they must be re-cut.

If, after the cards have been cut, the dealer shuffles them, they must be re-cut.

SEC. 2. The deal passes to the left, each player having it in turn.

SEC. 3. The dealer cannot lose the deal.

SEC. 4 (*Note* 4). There MUST be a new deal

(a) If the pack is shown to be imperfect.

(b) If the dealer has omitted to have the pack cut and the adversaries call attention to the fact before he has completed the distribution of the cards.

(c) If the cards are not dealt singly to each player in rotation, beginning with him on the left of the dealer and continuing in the same direction.

(d) If any player has more or less than thirteen cards dealt to him.

(e) (*Note* 5.) If any card is faced in the pack.

(f) If the dealer gives two cards at once or in succession to one player and deals another before correcting the error.

(g) If the last card fails to fall in regular succession to the dealer. (*Note* 6.)

SEC. 5 (*Note* 7). There MAY be a new deal:

(a) If, in the process of dealing, the dealer exposes a card, the adversaries may con-

sult as to the advisability of enforcing the penalty, but it cannot be claimed if either has looked at his cards.

(b) If, during the process of dealing, either adversary exposes a card, the dealer may elect to deal anew, provided neither he nor his partner has looked at his hand.

(c) If, after the cards have been dealt, but before the declaration has been made, the dealer or his partner exposes a card. The adversaries may not consult as to the enforcement of this penalty.

SEC. 6. A defective pack only affects the score of the current deal, and any previous score made with it stands good.

SEC. 7. If a new deal is not claimed on account of an exposure, the exposed card may not be called in after play.

SEC. 8. A deal made in error, that is with the wrong cards or by the wrong player, must be corrected before a card is led ; otherwise it stands good, and the subsequent

deals must follow it in natural rotation to the left.

SEC. 9. If a player plays to the first trick with a defective hand the deal stands good, provided no defect in the pack be established.

SEC. 10. A player may not cut, shuffle nor deal for his partner, except with the consent of his adversaries.

Law 5. The Declaration.

SECTION 1 (*Note* 8). The dealer has the right, after an examination of his hand, to select the trump or to order the deal played without a trump. He must express his decision in precise terms.

SEC. 2. The dealer may transfer the right of declaration to his partner, who must, in that case, make a trump suit or "no-trump."

SEC. 3. Should the dealer's partner make a declaration without having been invited by his partner to do so, the adversaries may decide without consultation (1) that the declara-

tion made in error shall stand, or (2) that there shall be a new deal.

SEC. 4. Should the dealer's partner invite the dealer to make, the adversaries may, without consultation, (1) compel the former to declare, or (2) claim a new deal.

SEC. 5. Should either of the adversaries make a declaration, the dealer may, after an examination of his hand, (1) decide to deal anew, or (2) ignore the error.

SEC. 6. A legitimate declaration is final.

Law 6. Doubling.

SECTION 1. The leader has the right to double after the declaration has been made. Should he decline to do so, his partner has the same privilege. If either adversary doubles, the right to go over him lies with the player who made the trump, and, in the event of his declining to avail himself of it, with his partner. The process of doubling may be continued indefinitely (in the absence of

an agreement to the contrary, *Note* 9), the first right belonging to the player who last went over, and reverting to his partner.

SEC. 2. If the leader plays before receiving permission from his partner to do so, the latter forfeits his right to double.

SEC. 3. If any player doubles out of turn, the opponent who made the last declaration shall decide whether or not the irregularity is to stand. If it stands, the process may go on as though the double had been made in the ordinary course ; if not, the player whose proper turn it is may exercise his option, and the process resumes the regular course. (*Note* 10.)

SEC. 4. If the leader's partner intimates in any way that he does not intend to double, the leader shall be debarred from going over.

SEC. 5. A legitimate double is irrevocable.

Law 7. Dummy.

SECTION 1. Immediately after the first card is played, the dealer's partner shall

place his hand face upwards upon the table. The hand shall thereafter be termed the Dummy, and shall be played by the dealer.

SEC. 2. Until the time that his hand is exposed the dealer's partner has equal rights with the other players, and takes an equal part in the play.

SEC. 3. After his hand is exposed, the Dummy shall take no part in the play of the deal except that he may (1) ask the dealer if he has any card of the suit to which he has renounced, and (2) may call his attention to the fact that he has led from the wrong hand, or is about to do so. (*Note* 11.)

SEC. 4. If, before a trick is quitted, Dummy asks the dealer if he has any card of a suit in which he has revoked, the revoke is thereby saved.

SEC. 5. If the dealer's partner in any way suggests the play of a card from the Dummy hand, either adversary may, without consultation, require the dealer to play the card in

question or to refrain from doing so, provided that conformity with the demand does not entail a further penalty.

SEC. 6. If the dealer's partner calls attention to any penalty incurred by an adversary, the dealer loses his right of enforcement.

SEC. 7. After the completion of the deal the dealer's partner may call attention to an error in the score.

Law 8. The Dealer.

SECTION 1 (*Note* 12). The dealer is subject to no penalty during the play of the deal, save for a revoke.

Law 9. Leads Out of Turn.

SECTION 1 (*Note* 13). If either of the adversaries leads out of turn the dealer may (1) call a suit from the adversary whose proper turn it is to lead, or (2), if neither is in the lead, from the adversary who first obtains the lead.

SEC. 2. If all the players follow to a lead

out of turn (whether it be made by the dealer or an adversary), the trick stands good; but if no more than one or two players follow to it their cards may be withdrawn into their hands, and no penalty attaches to them for having played.

SEC. 3. If a player have none of a suit which he is called upon to play, the penalty is cancelled.

SEC. 4. If a player, having been called upon to play a suit, plays some other whilst holding a card of the suit demanded, he is subject to the penalty for a revoke.

Law 10. Play Out of Turn.

SEC. 1. If, upon the dealer's lead, the fourth hand plays out of turn, his partner may be called upon to win the trick or to refrain from doing so.

Law 11. Exposed Cards.

SECTION 1 (*Note* 14). The following are

exposed cards: (a) Any card (or cards) of which the face is exposed above the table, whether it can be identified by the adversaries or not. (b) Any card in excess of one thrown by a player to a trick.

SEC. 2. Exposed cards must be left face upwards on the table, and may be called until they are played.

SEC. 3. A player may not respond to a call if his doing so would entail a revoke.

SEC. 4. If an exposed card be erroneously called the penalty is cancelled, and the card may be taken into the hand.

SEC. 5. If possible, an exposed card may be disposed of in the ordinary course of play before it is called.

SEC. 6 (*Note* 15). If, after the last card is dealt and before the first is led in play, either of the adversaries exposes a card, his partner shall forfeit his right to double; if the offending player be the leader's partner the card may be treated (1) as an exposed card, or (2)

the dealer may restrain the leader from opening the suit.

SEC. 7. If either of the adversaries plays more than one card to a trick the dealer may require which card he pleases to be left on the trick (provided a revoke is not thereby made), and the other card or cards shall be treated as exposed.

SEC. 8. The dealer may call any card improperly detached from the hand of an adversary, so that he may name it. Subject to Law 9, Sec. 1.

Law 12. The Revoke.

SECTION 1. A revoke is made when a player renounces in error, having a card of the suit led.

SEC. 2. A revoke is established (1) when the revoking player or his partner has played another card without correcting the error, or (2) when the trick in which the revoke was

committed is turned and quitted; provided, however, that sufficient time has been allowed for the usual question and answer with reference to the play.

SEC. 3. The dealer may not be penalized for a revoke made out of the Dummy hand. Should such a revoke pass without discovery until after the trick is turned and quitted it stands good.

SEC. 4 (*Note* 16). For each revoke established, three tricks may be taken from the side on which the revoke occurred and added to the tricks taken by their opponents.

SEC. 5. The revoke penalty is applicable only to the score of the game in which it occurred.

SEC. 6. A side on which a revoke has been made cannot go out in that deal, *i.e.* its score towards game may not exceed 28 points; nor may it score Slam or Little Slam. If revokes have been made on both sides, neither can score the game.

SEC. 7. The penalty may be exacted for every revoke which is made in the course of a deal.

SEC. 8. Any player may ask his partner if he has a card of the suit to which he has renounced. If the question be asked, a revoking player shall have the privilege of correcting his mistake at any time before he or his partner plays to the next trick.

SEC. 9. If one of the adversaries corrects a renounce in error the dealer may (1) require him to play his highest or lowest card of the suit which he renounced, or (2) treat the card played in error as an exposed card.

SEC. 10. No penalty may be exacted from the dealer for a saved revoke.

SEC. 11. When a renounce in error has been corrected, any player who followed the renouncing hand may withdraw the card he played to the trick without incurring a penalty.

SEC. 12. At the close of a deal the claimants of a revoke may examine all the tricks. If, after their claim has been made and before they have had sufficient time for such examination, either of the opponents disturbs the cards, the revoke is established.

SEC. 13. A revoke must be claimed before the cards are cut for the following deal, or, in the case of the concluding deal, before the score of the rubber has been agreed upon.

Law 13. Scoring.

SECTION 1. Any error in the trick score may be rectified previous to the declaration of trumps in the first deal of the game following that in which the error occurred, unless such game be the last of the rubber, when the rectification must precede an agreement upon the rubber score.

SEC. 2. An error in the honor score may be corrected at any time previous to an agreement upon the rubber score.

Miscellaneous.

Law 14.—If a player (other than Dummy) plays with less than his correct number of cards, and the other players have each thirteen, his hand is treated as if it were complete, and he is liable for any revokes he may make.

Law 15.—If any player (other than Dummy) fails to play to a trick, and the omission is not corrected before he has played to the next, his opponents may claim a new deal. Should they decline to enforce the penalty, the surplus card at the end of the deal is not taken into account.

Law 16.—If any player (other than Dummy) throws more than one card to a trick, and the error is not discovered until the deal is terminated, the player at fault shall be liable for any revokes he may have committed. If the mistake be discovered during the course of the deal, the tricks can be searched (with as little exposure as possible) for the missing

card or cards, which, if found, may be returned to the original holder, who will, however, be responsible for any revokes he may have made, and the card or cards thus restored to him shall be treated as exposed cards. (*Note* 17.)

Law 17.—At any time before the cards have been touched for the purpose of collecting a trick any player may demand that the players indicate their respective cards.

Law 18.—Any player has a right to see the last trick turned and quitted, in addition to the trick yet current.

Law 19.—If, in the course of the deal, either of the adversaries makes any unlawful reference to the play, the dealer may call a suit from him or his partner when next either is in the lead.

Law 20.—If, previous to his partner playing, one of the adversaries attracts attention to the trick in any illegal manner, the dealer may require the offending player's partner (1)

to follow suit with his highest or lowest card, or (2) to win the trick or refrain from doing so.

Law 21.—Should a player fail to play his highest or lowest card when lawfully requested to do so, he is liable to the penalty for a revoke.

Law 22.—A player who has incurred a penalty must allow reasonable time for the opponents to demand it.

Law 23.—If any player looks at a trick played previously to the last which was turned and quitted, he is liable to the penalty for a lead out of turn.

Law 24.—If either of the adversaries throws his cards upon the table face upwards, they are all exposed cards, and may be called by the dealer. If, however, the player has been induced to throw up his hand by the dealer's declaration that he can "take the rest," or words to that effect, no penalty shall attach to the action.

Law 25.—The dealer shall not be considered to have played a card until he actually quits it. (*Note* 18.)

The Laws of Dummy Bridge.

The foregoing Code of Laws is applicable to Dummy Bridge, with the following exceptions and additions:

Three players constitute a table.

The player who cuts the lowest card has the Dummy.

Dummy deals first.

The original Dummy remains the exposed hand throughout the rubber, and no other hand is exposed.

When an adversary deals, his partner does not expose his hand.

The dealing hand must make the trump; the declaration cannot be passed.

The left hand adversary only may go over.

Etiquette of Bridge Whist. (*Note 19.*)

Rule 1.—The same form of words should be employed in the declaration, in doubling,

etc., and as far as possible a uniform time should be occupied with each.

Rule 2.—A player should not afford any indication by word or action as to the condition of his hand or as to his feelings with regard to any incident of the play.

Rule 3.—No player should make any reference to the score after the cards have been dealt, nor should any player handle or look at the score-sheet after that time in such a manner as to draw his partner's attention to the state of the game.

Rule 4.—A player should not ask to see the last trick or to have the cards of the current trick drawn for the purpose of attracting his partner's attention.

Rule 5.—No player should, by unusual slowness in collecting a trick, call his partner's attention to it.

Rule 6.—No card should be played in such a manner as to attract exceptional notice.

Rule 7.—With the exception of the dealer,

no player should lead until the trick preceding has been turned and quitted.

Rule 8.—No player should draw a card from his hand until it is his turn to play, or in any way intimate that his play to the current or succeeding trick is predetermined.

Rule 9.—No player should make a second revoke to conceal a previous one.

Rule 10.—No player should purposely incur a penalty, and especially not when the payment of it would result in ultimate gain to himself.

Rule 11.—Disputed points should be referred to a bystander by general agreement. No player should object to such a course without very good reason. The question having been put with his consent, a player should not take exception to nor comment upon the decision.

NOTES ON LAWS

NOTE 1.—There is no recognized authority upon the game in the United States, and consequently no standard code of laws. To a certain extent each club has its own laws, but the differences are for the most part in unimportant details. The laws as here stated are those which prevail in the leading clubs. The principal divergences from them are noted.

There is urgent need for uniformity and amendment in the laws, and it is to be hoped that ere long a convention of representative Bridge Whist players will be called for the purpose of considering the important necessities of the games.

NOTE 2.—This is so far the established practice in all the clubs as to be practically a law. Of course the game may be played

with one pack by mutual agreement of the players.

NOTE 3.—In some clubs, the law relating to new cards gives the choice of packs to the dealer (no matter who may have called for them), if they are ordered at the commencement of a rubber; otherwise to the adversaries of the player who demanded the cards. The law as stated herein is in conformity with the English code and the general practice in this country.

NOTE 4.—The English law on this subject is, briefly stated, thus: There must be a new deal if one player holds more than thirteen and another less than thirteen cards, or should the last card not fall in regular succession to the dealer.

NOTE 5.—In some few clubs a new deal is made *obligatory* on the exposure of a card by the dealer in the process of distribution; in the majority, however, an option lies with the adversaries, as stated in Law 4, Sec. 5.

NOTE 6.—In connection with this section, there is a law to the effect that there shall be a new deal "if, in the course of dealing, the dealer counts the cards on the table or in the pack." This law is enforced in very few localities and is practically a dead letter.

NOTE 7.—The English law is expressed as follows: There may be a new deal (1) If a card is exposed during the deal or seen by any of the players. The adversaries may call for a fresh deal provided they have not touched their cards. (2) If the dealer has to move more than one card, already dealt, in an attempt to rectify an infringement of the law that the cards must be dealt in regular succession, etc. (3) If the dealer looks at the last card before completing the deal.

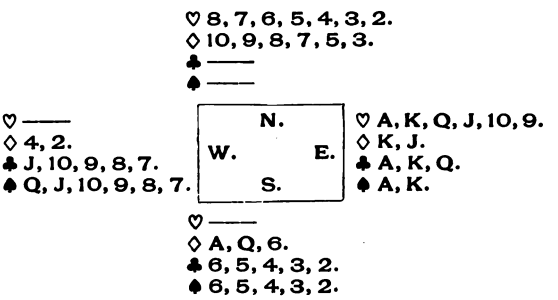
NOTE 8.—In some clubs there is a law restraining the dealer's partner from looking at his hand until the former has expressed his intention regarding the make. The penalty for an infringement of this law is similar

to that provided in Section 4. The adversaries, without consultation, may (1) require the dealer's partner to make the trump, or (2) they may elect to have a new deal.

NOTE 9.—The absence of a limit in some of the clubs has been the means of furnishing the members with not a little fun. "Put up" hands are sometimes given to the players with amusing results. The following is a good example. It was recently dealt in one of the leading Philadelphia Whist clubs.

North, the dealer, declared Hearts. East found the following cards in his hand and promptly went over the make: ♡ A, K, Q, J, 10, 9. ♢ K, J. ♣ A, K, Q. ♠ A, K. North re-doubled, and the trump was pushed back and forth until it had reached an extraordinary value. East at length expressed himself satisfied, not on account of any fear of being beaten, but because he was sure of beating North.

The Hands.



It will be seen that, no matter how the cards are played, provided South does not discard Diamonds, North must take the odd trick.

NOTE 10.—This law might be amended with advantage. It provides no adequate penalty for a serious offence. There is no reason why the penalty should not be the same as that exacted for a declaration in error in Law 5, Sec. 5.

NOTE 11.—In a few clubs Dummy is deprived of the latter privilege.

NOTE 12.—This is in conformity with the

English law on the subject. In some of the American clubs it is customary to penalize the dealer for a lead out of turn by calling a suit from him. The practice has, however, the support of no more than a small minority, and it is clearly contrary to equity. Any possible advantage that can arise from the error, unless the adversaries palliate the original negligence by following to the lead—must accrue to the dealer's opponents.

NOTE 13. — According to the English Code and the practice in a few localities in the United States, the additional option of treating the card erroneously led as an exposed card, is given.

NOTE 14.—According to the English law, to which some American players conform, any card of which a player announces his holding is exposed. This appears to be a desirable law for general acceptance, in so far as it would apply to the adversaries of the dealer.

NOTE 15.—In certain circles it is the custom to allow the adversaries to demand a new deal on account of an exposure by the dealer or his partner in a similar situation. This is manifestly unjust. Law 4, Sec. 5, (c) provides for such an exposure before the declaration has been made. After that point the information conveyed by the exposed card is beneficial, if at all, to the adversaries.

NOTE 16.—The English Code provides the following penalties for revoking: (1) The adversaries may add the value of three tricks to their score. (2) The adversaries may deduct the value of three tricks from the revoker's score. (3) The adversaries may take three of the revoker's tricks and add them to their own tricks, after which the score may be counted as if the additional tricks had been taken in play. These laws are in force in some American clubs, and in others a modification of them. However, the simple three-trick transfer penalty, which has the supreme

advantage of simplicity, is in vogue with the majority of players in this country.

The revoke penalty is the chief defect in the laws. It has been taken from the Whist Code without consideration of the fact that at Bridge the values of the tricks fluctuate, so that a revoke in a no-trumper costs six times as much as a similar error in a Spade deal. This is manifestly absurd and unjust.

NOTE 17.—It is the practice in some clubs to allow cards thus restored to a hand which has played in error to be taken up without further penalty than that for any revoke which may have been made. It is clear, however, that they must be exposed cards, according to the standard definition (Law 11, Sec. 1, (b) and the offence is a serious one which deserves a heavy punishment.

NOTE 18.—A few clubs have adopted a rule to the effect that if the dealer draws a card clear of Dummy's hand he shall be required to play it, although he may not have

released it. Such a law must be difficult of enforcement on account of the careless and scattering manner in which the Dummy hand is frequently placed upon the table, and there does not appear to be any good reason for its existence. The vacillating way in which some dealers play Dummy is very irritating, but any indications of the working of their minds which may be derived from it must be entirely to the benefit of the adversaries.

NOTE 19.—Information may be conveyed, whether unintentionally or otherwise, with such ease, at Bridge, that it is really a difficult matter to avoid any intimation of the condition of one's hand. For this reason, and because no immediate penalty attaches to an infraction of the rules of etiquette, they should be observed with the utmost strictness.

The Unwritten Law.

Declarations should be made in definite and uniform terms. The trump should be

indicated by the words "Spades," "Hearts," "No trump," and so on. The make should be passed to the partner with equal precision of speech—the usual form of expression being "Make it, please," or "I leave it to you." Whatever phraseology a player may adopt he should use *invariably*.

Promptness in the acceptance or declination of an option is of the utmost importance. Hesitation is more eloquent at Bridge than at Whist, and the consequences are more serious.

Maxims
and
Makes

MAXIMS AND MAKES.

1. Make to the score, and play to the score.

2. Don't make for the sake of honors at the expense of tricks. (Exs. 15, 16.)

3. Never take an unnecessary risk on an expensive declaration when a cheaper one may afford the needed points without the hazard. (Exs. 3, 6, 8, 10, 11, 12, 13, 17, 21.)

4. As dealer, at love, refrain from naming Diamonds, unless they offer a prospect of more than the odd. (Exs. 4, 18.)

5. More points are lost through declaring on hands which should be passed than from any other cause. (Exs. 4, 5, 7, 14, 18.)

6. When you have a weak hand your partner is likely to hold one above the average, *but so is each adversary*. (Exs. 14, 19.)

7. Your declarations should be so consistent with fixed standards that your partner may draw reliable negative inferences from them.

8. When your hand demands a safety make, declare Spades. Don't compromise on a risky Club. (Exs. 14, 19, 20.)

9. If your partner is a chancy maker, declare very conservatively when he leaves it, unless you have the reds well stopped, or extraordinary strength in three suits. (Ex. 21.)

10. Don't play it "without" (unless you have a *sure* thing) if you can go game with a trump. (Exs. 1, 3, 8, 10.)

11. When well ahead, go easy; when considerably behind, put on steam, even at the risk of the rails spreading. (Exs. 5, 11, 14, 19, 22.)

12. At 26 or 28, unless you have a sure make, leave it to your partner. (Exs. 5, 11, 23.)

13. The best and safest no-trumper is one with king or better in every suit—the kind of hand which will fit in with anything Dummy may hold. (Exs. 1, 8, 15.)

14. When the opponents are a long way ahead *on the first game*, don't make a wild declaration in the hope of beating them out; better play to save the deal on the next game. (Ex. 24.)

15. When the opponents have a game and a long lead in the score, it is a case of "now or never," and you may speculate as freely as you please—but don't pass if you can avoid it. (Exs. 3, 24,)

16. Dummy's declarations should be made with regard to the ability of the dealer. If he is a poor player, make a trump in doubtful situations. (Ex. 21.)

17. As dealer never flirt with Diamonds; make only solid declarations in that suit. (Exs. 4, 13, 15, 16, 18.)

18. When the dealer, at love, thinks he has a justifiable Diamond, he should think again as to passing or making no-trump. (Exs. 4, 10, 15, 18.)

19. Holding nine or ten red cards, don't leave it to your partner, unless you will be satisfied with a black make. (Exs. 13, 26.)

20. With a very short, powerless suit in hand, do not risk a no-trumper if you have a good trump declaration. (Ex. 27.)

21. When the make is left to you, count on the dealer for his fair average of tricks—no more, nor less.

22. As dealer, with no more than one probable trick in hand, do not pass, but declare for safety. (Exs. 14, 19.)

23. If you have not a face card in your hand, you may expect your partner to go no-trumps—and be beaten—on a pass. (Exs. 14, 19.)

24. Remember that doubling informs the dealer where the opposing strength lies.

25. When the odd will carry you out, the adversaries are very apt to double. (Ex. 25.)

26. Leave doubling alone until you have had considerable experience and feel confident of your judgment.

27. Don't double unless you are prepared to negotiate the deal with very little assistance from the pone. He will seldom take more than one trick.

28. As leader, double no-trumps only when you have a certainty of the odd or the situation is desperate.

29. You may take some chances in doubling a trump when the score points to a desperation make, or when you have more to gain than to lose. (Exs. 25, 28.)

30. Never go over without considering what a redouble may do for the dealer. (Ex. 29.)

1. ♡ K, J, 4. ◇ K, 2. ♣ K, Q, 6. ♠ Q, J, 10, 5, 3.

Every suit guarded. This is a standard no-trumper at love, but it should be passed at 24 or over.

2. ♡ A, Q, J, 10, 7. ◇ K, 2. ♣ K, Q, 6. ♠ Q, J, 10.

The strength in Hearts and the honor count make that suit a safer and more profitable declaration than no-trumps at any score.

3. ♡ 7, 6. ◇ 10. ♣ A, K, Q, 10, 8, 5. ♠ A, Q, J, 4.

At love-all the dealer might risk no-trumps, and he should certainly make that declaration if much in arrears. At 18 or over he should declare Clubs, and that would be Dummy's correct nomination at any score; but if the long suits were red, he might play it without trumps at a score below 18.

4. ♡ Q, 9. ◇ A, K, 8, 6, 4. ♣ K, Q, 4. ♠ J, 9, 3.

The dealer should pass at love, but at 18 or over Diamonds would be the proper declaration. Dummy should declare that suit at any score.

5. ♡ A, K, 9, 6, 4. ◇ 8. ♣ 10, 8, 5. ♠ J, 9, 3, 2.

The dealer should pass at any score below 22; at that point Hearts might be declared, but at 26, and certainly at 28, it would be better to pass, especially with the adversaries close up. Dummy would make it Hearts at any score.

6. ♡ A, Q, 9, 6, 4. ◇ 8. ♣ K, 10, 9, 8, 6, 4. ♠ 9.

The dealer, or his partner, should nominate Hearts anywhere below 22, when it would better be a Club.

7. ♡ Q, 9, 8, 6, 4, 2. ◇ 8. ♣ J, 7, 4. ♠ 10, 5, 3.

The dealer should pass, unless the odd in Hearts would give him game. Dummy would declare that suit at any score.

8. ♡ K, 10. ◇ A, 10, 4. ♣ K, Q, 9, 8, 6. ♠ Q, J, 10.

No-trumps with the dealer or his partner, unless two by cards in Clubs would go game.

9. ♡ K, 10. ◇ A, Q, J, 9, 6, 4. ♣ 9, 8, 6. ♠ 7, 3.

Diamonds with the dealer or his partner at all stages of the score.

10. ♡ K, 10. ◇ A, Q, J, 9, 6, 4. ♣ K, Q, 6. ♠ A, 3.

No-trumps below 18; otherwise Diamonds.

11. ♡ A, Q, 10, 6, 2. ◇ K, J, 7, 4. ♣ 5, 3. ♠ K, 4.

Hearts at most scores, but a pass at 26 or 28.

12. ♡ 7, 4. ◇ A, K, Q, 9, 7. ♣ 10, 9, 7, 5, 3, 2. ♠ —.

As a Diamond the hand may be valued at five tricks; as a Club it will probably be good for seven or eight. At 18 or over the dealer should make the black trump.

13. ♡ Q, J, 7, 5, 3. ◇ A, Q, 9, 6, 4. ♣ 9. ♠ 6, 3.

This would be a Heart with the dealer or Dummy at any score below 24, when Diamonds should be declared.

14. ♡ 8, 7, 4, 2. ◇ 9, 8, 6, 3. ♣ 10, 7, 5, 8. ♠ 9.

Under ordinary conditions, and with a great advantage—say a game and a good lead in the second—the dealer should declare Spades for safety. It would be a Spade make with Dummy at any score.

15. ♡ K, J, 2. ◇ K, Q, J, 10. ♣ A, Q, 10, 4. ♠ K, 7.

As a Diamond the hand would score 48 by honors, but it is very unlikely that it would go game. Without trumps, on the other hand, the chances are against counting honors, but the three by cards necessary for game are highly probable. It is a no-trump hand at all scores, with the dealer or his partner.

16. ♡ A, K, 9, 8, 7. ◇ K, Q, J, 10. ♣ 10, 8. ♠ 6, 2.

This is a Heart hand despite the honors in Diamonds.

17. ♡ A, Q, 9, 8, 6. ◇ 9. ♣ K, Q, 9, 7, 6, 5. ♠ 5.

This would be a Heart at most scores, but at 26 (particularly if 8 would put the adversaries out whilst 4 would leave them in) Clubs should be declared, and it would be a safer make at 22.

18. ♡ 9, 6. ◇ A, K, 8, 5, 3. ♣ 10, 4. ♠ K, J, 7, 3.

The dealer should pass this hand anywhere below 24, but Dummy would make Diamonds at all scores.

19. ♡ 7, 6, 2. ◇ 9, 8, 4, 2. ♣ 10, 7, 6, 5. ♠ 8, 4.

The dealer would declare Spades unless an expensive make was absolutely necessary, when he would pass.

20. ♡ 9, 2. ◇ J, 6, 4, 3. ♣ Q, 10, 7, 5. ♠ 5, 3, 2.

Dummy should make Spades—*not Clubs.*

21. ♡ K, J, 10, 3, 2. ◇ A. ♣ A, K, J, 7, 5. ♠ 6, 2.

With a good partner, whose declarations are consistent, Dummy would make no-trump at less than 22, Hearts at 22 or 24, and Clubs at 26. In the contrary case he should not risk the no-trumper.

22. ♡ K, J, 9, 4. ◇ Q, 5, 3. ♣ J, 8. ♠ K, Q, 10, 6.

Ordinarily, the dealer would pass; but at a score of 18–28, say, with a game adverse, he should declare no-trumps.

23. ♡ A, J, 10, 7, 4. ◇ Q, J, 7, 3. ♣ K, 10, 8. ♠ 8.

This is a Heart with the dealer, but the odd cannot be secured without aid from Dummy. If the latter has sufficient strength to land the odd in Hearts, the dealer can score on any trump Dummy may make, and at 28 or 26 it is safer to pass.

24. ♡ 7, 6. ◇ A, K, Q, 9, 6, 3. ♣ 10, 2. ♠ K, 7, 2.

This is a Diamond at any score. With the score at 4–28 in the first game, many players would make a wild no-trumper, and probably let the adversaries out with the advantage of the deal in the second game. In the rubber game the speculative make would be justifiable at the score.

25. ♡ Q, 9, 6, 5, 3, 2. ◇ 7, 4. ♣ A, K, 10, 6. ♠ 3.

This is not a hand to go-over with under ordinary conditions; but suppose Hearts to be declared at a score of 24–14, with the first game in favor of the dealer. The odd at its normal value will put the latter out, and a few extra points are not worth consideration; but the odd at 16 will give the adversaries the game (with the advantage of the deal in the final), and either of them should double.

26. ♡ Q, 8, 6, 5, 3, 2. ◇ 10, 9, 7, 5. ♣ J, 6. ♠ J.

This is not a hand for the dealer to make on ordinarily, but if an expensive declaration is desirable, he should name Hearts, with which trump the value of the hand is three, and possibly four, tricks. On a pass Dummy would very likely make a black suit, since his share of red cards is but five.

27. ♡ K, Q, J, 8, 7, 4. ◇ A, J, 2. ♣ 3. ♠ A, K, 6.

With the Hearts and Clubs transposed this would be an unquestionable no-trumper; but as it is, with such

an excellent chance of going game on a Heart, the risk of the more expensive declaration is not necessary.

28. ♡ 6, 4. ◇ Q, 10, 7, 6, 5, 3. ♣ A. ♠ K, J, 3, 2.

The leader holds the above hand. Diamonds are declared at 20–4. The leader has a good chance of the odd, and can almost surely save the game at the normal value; but if he doubles he materially increases the dealer's chances of going out, with little prospective advantage to himself. At a score of 24–18 (especially if the game would give the dealer the rubber) the leader would double without hesitation.

29. ♡ K, J, 6, 2. ◇ A, 3. ♣ Q, J, 2. ♠ A, K, J, 4.

Spades declared by Dummy at 22–4. If the leader doubles on the above hand he gives the dealer a chance to redouble, when the odd would put him out. The leader had better be satisfied with his practical certainty of saving the game, and trust to his deal to score out.

30. ♡ A, 3. ◇ 4. ♣ A, K, Q, 10. ♠ A, K, 10, 8, 5, 3.

Dummy makes Spades at 26–28. With the above hand, the leader has a moral certainty of the odd; but he should not double, for with an assurance of game there is no sense in taking the smallest unnecessary risk.